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introduction

BradyGames' Resident Evil 4 Official

Strategy Guide aims to be the most complete resource on Resident Evil

4. quite possibly one of the best games released in the last few years. Contained in this guide are plenty of useful tips for surviving encounters with enemies as well as the locations of necessary items, valuable treasures and powerful weapons. The book is written for both the first-time player enjoying their first video game, as well as for the expert gamer seeking hidden items and secrets.

This guide was designed to explore the entire game on a roomby-room basis. When starting out, first read the Game System and

Strategies chapter to understand how to control the character, fire weapons, and interact with the environment. The tacties and strategies outlined in that chapter are actions that a player must repeat in virtually every portion of the game. The Enemies chapter contains specific tips for eliminating the enemies encountered frequently in most areas of the game.

Monsters that appear only once during the game - and are much harder to kill than the others (called "boss" enemies) - are examined thoroughly in the walkthrough chapters. It calls for a small amount of page flipping on your part, but it prevents the guide from becoming repetitive and hard to read.

The walkthrough that describes the progression of the game step-by-step is broken up according to the in-game chapters and chapter portions, for easier reference. The game starts in Chapter 1-1. Each chapter description is broken down on an area-by-area basis. The area description starts with a map displaying the locations of all known items. Below that is an extensive and indepth exploration of the environment's interactive features. There are often references to "triggers" that may cause additional enemies to appear in an area. Some areas are so wide open and the possibilities for action are variable. In such instances we have tried to provide all the strategies that the game allows, but you'll probably need to perform only some of the actions listed in order to handle all of the combat in the area.

Additionally, please remember that **Resident Evil 4** features a random-item system. Some items can definitely be found in an area every time you play the game. But most areas contain several randomly determined items. When smashing a barrel or crate, you might reveal money, ammunition, recovery items or grenades. Or, it could be empty. In such instances, we've attempted to point out the locations where random items might be found, and we've included the total number of random items possible in each area.

Now stop reading about **how** to use the guide, and **use** it! One of the best experiences in video game history awaits, and this book helps you explore every nook and cranny and squeeze every moment of fun out of it!

Introduction

inare Um Pomas Valenda

characters

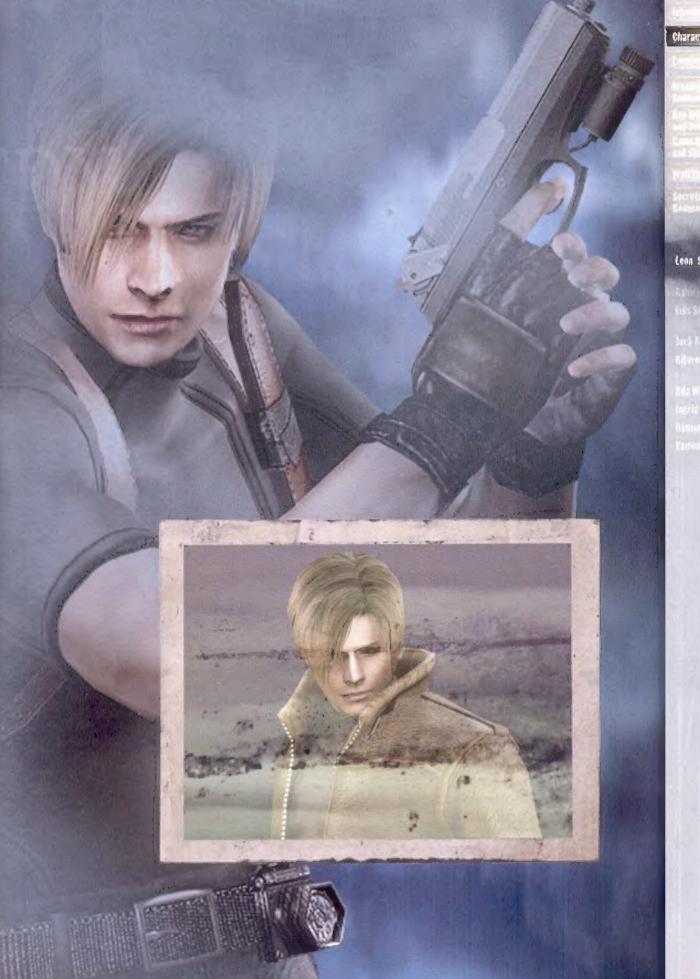
leon s. kennedy

Arriving in Raceoon City for his first day of work as a police officer, Leon Scott Kennedy found a community in chaos. Forced to flee from hordes of dead citizens brought back to life by an insidious virus manufactured by the Umbrella Corporation. Leon worked his way through the tunnels and sewers of the city to safety. He watched in overwhelming sadness as the government handled the outbreak situation in Raceoon City with an overwhelmingly final solution - nuclear annihilation. With the downfall and dissolution of Umbrella, Leon felt slightly relieved and convinced himself, like everyone else, that the horror could never happen again...

That was six years ago.

Determined to protect the people, Leon is now a government agent. Having worked his way up from agency to agency to the top ranks of national security, Leon has now completed the training necessary to join the secret security service of President Graham himself. There's just one hitch. The President's daughter has been kidnapped.

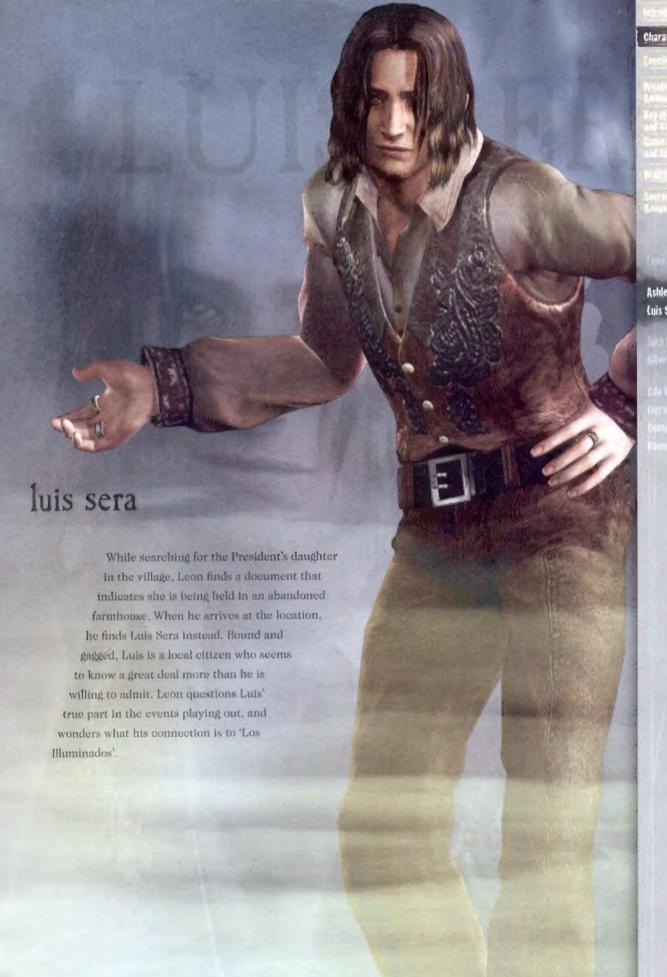
Leon's first assignment is to rescue and return the President's daughter. Searching the world for clues to the whereabouts of Ashley Graham and the group that kidnapped her, Leon eventually travels to a tiny European community. The local police scoff at his requests for assistance, but agree to drive him to the village regardless. Leon is not surprised to be receiving resistance from foreign agencies, but the resistance he will face in the village is nothing like he has ever experienced before... except for that time, six years ago, when death was all around and the amount of time you could survive was measured by the number of bullets left in your gun. Is there a possible link between the events of six years ago and the violent actions of the villagers?



Characters

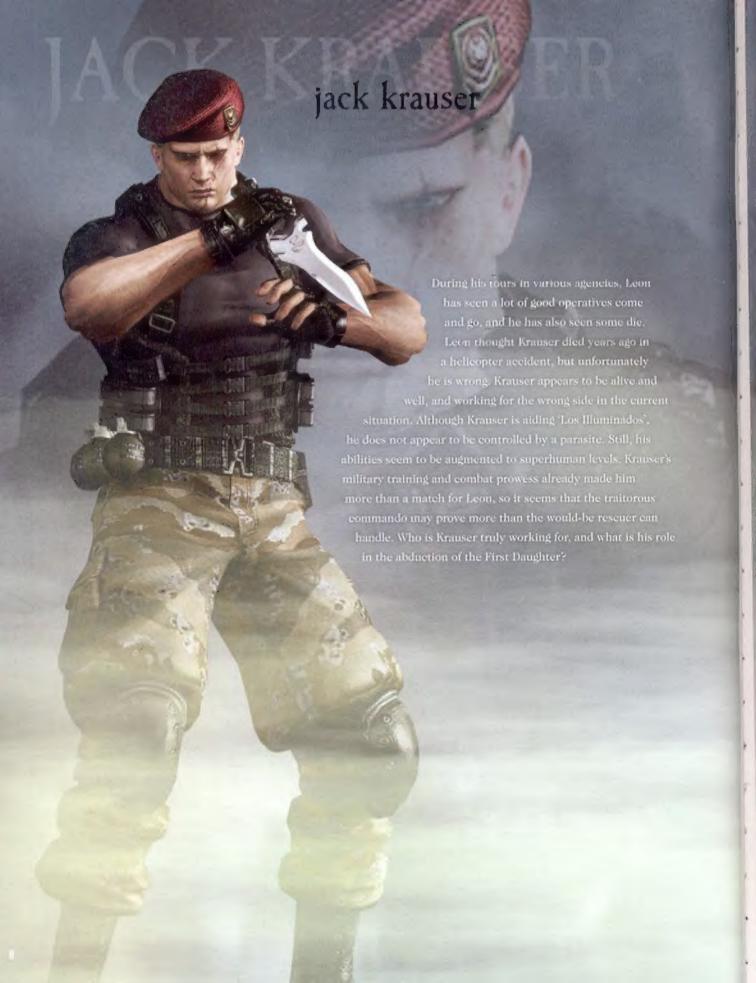
Lean S. Kennedy





Characters

Ashley Graham Luis Sera







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nend is a long-time communications of communicat

osmund saddler

1 le deret the strange cult called 'Los Illuminados' is as much of an obscurity as the group he leads. Insidiously on the tracked enterian Ramon Salazar into releasing Las Plagas from centuries of captivity underground, with a large swept through the nearby village, Saddler made the locals his slaves and forced them to build a consequence in the atomic island tormerly used for research. Leon must penetrate the layers of Saddler's call and organization in order to find out this megalomaniae's plans for Ashley Graham, and the world.

ramon salazar

Upon entering the massive eastle east of the village, Leon and Ashlev encounter the devious and insane castellan, Ramon Salazar He acts with intelligence and cruelty of which only an adult is capable. His childlike appearance is obviously deceiving. Long ago his ancestors recognized the dangers of the horror called 'Las-Plagas', and scaled away the parasitic monsters deep underground. Unfortunately, young Ramon fell under the spell of the leader of 'Los Illuminados', a secretive oult lead by Osmund Saddler bent on world domination, Saddler convinced Salazar to atone for the "sin" his ancestors committed, and together they revived Las Plagas, Salazar, believes the cult is under his control, but only because Saddier allows him to believe as much



enemies Los ganados

Diesavia



guick scheme.



off the remaining exemies individually.





LAS PLAGAS (-

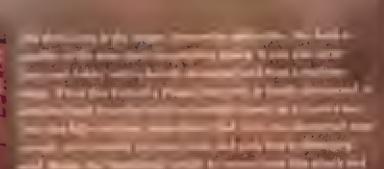




attack proves instantly



rifle shots to kill



lemen the damage received

Environ

Los Ganado Las Plagas T A #1 52 (10 (10) 2)





Pland grenades are sporticularly effective when

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the room enough for a Garrador.
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value

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> the nest way them instantly. Indivi

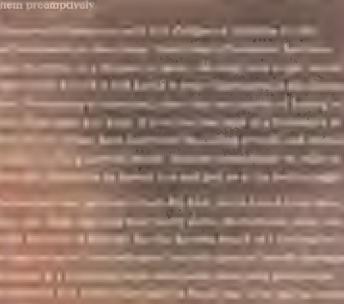
NOVISTADOR













ruits within Sala are gothic castle, and animate

buttons displayed on damage from an axe attack.





execut to

and try to escape to other rooms.

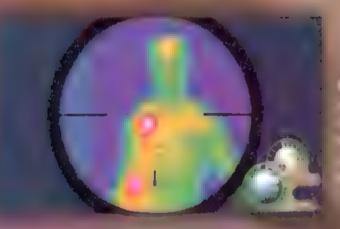
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Irmadura

RECENERATOR







The state of the s

are eliminated, to hand grenade or incendiary in its

breek jt apart.

Leon maintains a safe distance from a

he should easily escape from harm

IRON MAIDEN

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receivedly with a shotgan.

retering attack, wherein the constant arretenes out across redum distance to seize Leon or the Pulls are then pulls the country and impales.

This reason, it is important angiorain a greater distance invoca the heroes and an min Maiden at all times. Regenerator Iron Maiden

weapon systems

the game's protagonist, begins Resident Evil 4 with the two weapons he to do to complete his mission: a handgun and a knife. However, if you use nothing but these two weapons during your play-through, the game is sure to be a long and bumpy road. To make the game easier, you can spend the money you find to purchase weapons from merchants appearing in certain locations. Upgrade weapons to improve damage capabilities, increase rate of



fire, reduce the time required to reload a magazine, or increase the number of bullets contained in the clip.



Norman LEdling Wrapons

Leon encounters the first merchant after he escapes from captivity in the Valley area of the Village stage, or at the very start of Chapter 1-2. While smashing barrels and killing enemityields plenty of pesetas, it is not enough to pay the merchant's high prices. You can also self-valuable treasures, such as gems and collectables, to norchants for large sums of nonconsist what the "Self" option is for in the merchant's menu. Also, if Leon's attaché case gets too full, items such as ammunition and recovery items can be sold to simultaneously make roo and increase Leon's peseta count.

As you progress further in the game, the merchant sells new weapons that are much more powerful than the guns initially on offer. To make room for new weapons, old ones must be sold off. The merchant pays higher prices for upgraded weapons, and he also considers how many bullets are loaded in them at the time of sale. However, regardless of upgrades and included ammo, the merchant pays only a pittance compared to your initial investment. When you add up the full cost of a weapon with all the upgrades you've purchased, the merchant exacts a heavy depreciation penalty when you sell it. Therefore, don't make a habit of selling weapons too often. It's a good idea to buy all new equipment at the start of the Castle stage, but then try to stick with it.



Ab) in consequences

The tables of the following weapon descriptions show the weapons available during the game, their cost, the upgrades possible, and the point of advancement at which the merchant makes the weapon or upgrade available. In all of the tables, "Stg.1" teters to the Village, "Stg.2" is the Castle, and "Stg.3" is the Island.

Firepower

The weapon's firepower figure is a damage multiplier. For instance, Leon's initial handgun has a firepower figure of 1.0. All other weapons' firepower is based on the initial damage capability of the default handgun. Therefore, a weapon with a firepower rating of 1.1 inflicts a little more damage than the initial handgun. A weapon with a firepower figure of 4.0 causes four times the damage per shot than the handgun

Firing Speed

The firing speed of a weapon determines how quickly the next bullet can be fired after the last. Automatic weapons like handguns can be fired continuously, sometimes as fast as you can press the fire button. Weapons like shotguns and magnum handguns have a fixed rate of fire that cannot be improved. This is because of the weapons' powerful kick and the time Leon needs to recover between each blast, or because the gun's chamber has to be reloaded between shots. A smaller firing speed statistic is better. If a weapon's firing speed cannot he decreased, no table is listed under the weapon.

Reload Speed

When a weapon's magazine runs empty, Leon must reload. Reload times are different for each weapon, measured here in the number of frames displayed onscreen. Most relevision sets display 30 trames per second. If a weapon's reload speed is higher than 30 frames, then Leon takes more than a full second to reload the magazine. Make sure that Leon is a safe distance from enemies when reloading, so that he is not vulnerable to attack. Also, reload between battles even when the coast is clear, and always carry a full weapon into the next area so that you are ready for anything.

celly

or the production of the control of

Availability

The first possible foom where a we don becomes available for purchase as listed in each weapons descript. In Certain weapons are supplied for free in the game, and notes indicate such instances

It the player can somehow skap the room, such as the Lake Cave in stage one, then the next merchant encountered will still offer the upgrade. The availability of weapons and upgrades is listed just to give you an idea of where you can find the next merchant inventory update.

Exclusive Upgrades

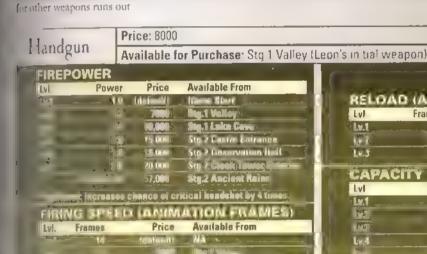
When all the weapon's levels at timed up to the freezin um, an 'I xelusae' upgrade may become avaisable. The place may lave to progress to a tarteer period in the garde before an I xelusay appropriate shows up on the shop list, even though a weap at its at unaximum levels. Pay attention to take up availability as listed in the weapon tables,

Baying and

Mandeuns

AND CHANGE

that gary includes all small firearms compatible with 9mm parabellum Handgun Aramo. Handguns fire once each that is pressed. While handguns are generally the weakest weapons in terms of firep, were they are extremely accurate to the transfer in throughout the game for breaking open crates, setting off traps, and shooting switches or levers that are trained in the game to into not for handgans is the most plentified in the game, always keep a handgan ready in case animumation



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RELOA	O (ANIN	IATION	FRAMES)
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La.3	20	10,000	Stg 2 Casila Entrance
CAPA		_	
LATA	SIL T		
LvI	Qty	Prece	Available From
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375 7	A A	THE P	Nig 1 Lake Cove
Lys	19	BUOR	Sig 2 Casila Empail
2	-		hg 2 Chaircetten Hell
- 44			Ng & Stock Broom from

Red9

Price: 14,000

Available for Purchase: Stg 1 Tunnel (Night)

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	. 0	80,000	Stg.2 Dock
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Lvi.	Frames		
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100	14	10,000	Sig.1 Tunnel (Night)
0.33	(12)	145,000	Ity.2 Observation Heli

		No	
WELD	AD JANII	MATION	FRAMES)
LvI	Frames	Price	Available From
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		100	
	-	The same of	Na.2 Sheemstien Hei
CAP	CITY		
LvI	Üty	Price	Available From
tal.		(default)	NA
		400	Stg.1 Tunnel (Hight)
	19	1000	Stg.Z Cautie Entrance
Lvd		12,000	Sty.2 Observation Half
Lv.5	16	16,000	Stg 2 Clack Tower Exterior
twife.	22:3	22,000	Stg.2 Tower

Punisher

Price: 20,000 (0 on first purchase)

Available for Purchase: Complete blue medallion sub-mission. Merchant offers one time for free, charges thereafter.



Lvl.	Power	Price	Available From
iet	0.9	sefault) -	NA
	158	10,000	Stg. I Waterway
	13	15,000	Sig I Tunnel (Night)
.		7	Observation Hall
	I X	100	
	Up to S lok	40,000	Stg.2 Back
_		1000	STATE OF THE PARTY
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FIELD	G SPEED	(Apulya	ATION FRAMES!
	Frames	Price	Available From

RELO	AD JANIN	ATION	FRAMES!
Lvl.	Frames	Price	Available From
bell	- 51	(default):	NA
C5 5	44	24000	Sig.1 Waterway
- SI	25	18,600	Seg 2 Observation Hail
CAP	CITY		
Lvl	Ωty.	Price	Available From
ide.		(default)	NA.
100		3000 7	Sag I Waterway
10.8		10,000	Stg. (James Hyagh)
19.4	15.15	15,000	Stg.2 Observation Hall
14.3	24	1 18,000	Stg.2 Clock Tower Exterio
Charle C	To the same of the	44 466	Co. 2 Sections Builde.

Blacktail

Price: 24,000

10

Available for Purchase: Stg.2 Castle Entrance

Stg.1 Water Stg.2 Observation Hall



RELO	DAD (ANII	MATION	FRAMESI
Lvi.	Frames	Price	Available From
Last	51	(default)	NA.
	- 46	8000	Stg.2 Castle Entrance
7.5	25	25,000	Stg.2 Clock Tower Exterior
CAP	ACITY	- Manifeld	THE PROPERTY OF THE PROPERTY O
LvI	Oty	Price	Available From
fx1	15. (4	efault); _{Juste}	La NA. rapida
Ly.2		8000	(China & Canalo Entrance)
. v.3	21	10.00	Mag D Chartened & Bedreom
E TV B	75	15,000	Stg.2 Clock Tower Exterior
Ly.5		29,000	Sig.2 Ancient Rains
A NAME OF		76,000 Page	3tg.2 Dook

Matilda

Price: 70,000

Available for Purchase: Replay Game

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1	νI		Po	WB	r

Power	Price	Available From	
1.0	(default)		
12	15,000	V to Abo	
1.4	17.000	нерину	
		lepin .	
		No.	
	1000	Replay	
	1.0	1.04 (default). 12 15,000 1.4 12,000	1.0 (default) - 144; 12 15,000 teppey 1.6 12 000 teppey

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R	OAD (A	NUMBER	(FRAMES)

Lvt	Frames	Price	Available From	
lu1	- W	(ule(said)	NA	
142	444		Replay	
Ly.S	-	15,000	Replay	

CAPA	CITY		
Lvi	Oty	Price	Available From
	- 15	<u>idelauk)</u>	NA Internation
		7000	Replay
		10,000	Replay
Lych		12.000	Replay
. A.	-	16 000	Replay
V.C	NIZ	20,000	Replay
		35,000	Replay

L OF CUINS

guns because they tend to keep crowds and stronger enemies at bay. However, reserving a shotgun for emergency situation of the stronger enemies at bay. However, reserving a shotgun for emergency situation of the stronger enemies at bay. However, reserving a shotgun for emergency situation of the stronger enemies at bay. However, reserving a shotgun for emergency situation of the stronger enemies at bay. However, reserving a shotgun for emergency situation of the stronger enemies at and only of the stronger sections.

in a sector day age in loser range. Therefore, it's wise to stand ready with your shotgon aimed, and wait for energy and a color of the color of the

Shotgun

Price: 20,000

Available for Purchase: Stg 1 Valley (found at Pueblo)

		1	available i	or reschase. Sty I valley
FIRE	POWE	FI.		
Evi	Close	Far	Price	Available From
1.4.1	4.0	1.4	delauit	NA.
	4.5	1.6	15,000	Stg.1 Valley
	5.0	1.8	20,000	Sig. I Lake Cave
	6,0	2.2	25,000	Stg 2 Castle Entrance
	- 17		-35	- L
	8.0	6.0	90,000	\$1g.2 Dack
			-1-384°-11	r (AMES)
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-4.45	أحر باستعاد	-	(delault)	
(4.5		73	7988	Sign Fully,
100		45	15,000	Stg.2 Coutle Entrance

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18			
SAP/A	TOTAL CO.		
Lvi	Qty	Price	Available From
124		- A deminate	110 E27
Ev.2		8008	Sig 1 Valley
12		410,000	i jug. i cake care
14.6	12	200	Sig 2 Castle Entrance
I Page	ã. la	15,000	#10g.Z Annox Main Continu
Le 6	18	20.000	Sig 2 Americani Autos

Riot Gun

Price: 32,000

Available for Purchase: Stg 2 Castle Entrance

	111111111111111111111111111111111111111			
tol .	Crase	Far	Price	Available From
			7 4	
	6.0	25	74.000	Stg & Castle corrence
	T.	15	23,000	34.2 Courtyard & Bedroom
	40.0		420,000	One of Greek
	10.0	B.W	120,000	Stg.Z Bock
	_	E 17		
10	AD (-14	Pnc	ON FRAMES

2407.10	ANIR	HATTON	FRAMES)
yl	Frames	Price	Available From
0.1		101-1	11/4
	75	7000	14g.2 Observation Hall
N.Y.	45	29,000	Stg.2 Dock

CARA		J.	
CAPA	Oty	Price	Available from
lad		deleuiti	Trial of the second con-
Lv.3	13	17,000	Stg. 2 County and & Deed room
TY.		15,000	ing Z Clook Tower Enterior
177			litg.2 Mine Entrance.



Price: 43,000

Available for Purchase: Stg 2 Traitor's Pit

			Trumunto ic	T HOMOSO ON E HO	
FIRE	POWE	R			
Lvl.	Close	Far	Price	Available From	
7	1.1.5	124	' (default)	HA	-
Ly.Z	7.0	2.4	25,808	Stg.2 Traiter's Pit	
Lv.3	8.0	2.7	28 080	Sig 2 Ancient Ruins	
			3	E 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
		ш			
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RELO	IAD IAA	UMATIO	V FRAMES)
. v .	Frames	Price	Available From
Del		(delsolt)	NA.
Lie.2	12	1000	Stg.2 Traitor's Pill
Sec.3.		15,090	Sty 2 Uses

CAPACIT	1	A STATE OF THE PARTY OF THE PAR	
Lvi.	Ωty.	Price	Available From
Lv4.	12	(default)	NA -
Lv2		100.0000	Sty 2 Trantor's Pit
Lv.3	16.	12,500	Stg.2 And lend Huma
Lv.4	20	16.000	Sty / Dock
7.	6 P	11,000	1 hg.3 Fertification Chiffs
LV.6	25	25,000	Stg.3 Annury
4 9	160	60.900	Sty i Armary

Meapen and

Shotgans

MAGNUMS

May be a serile 45 poor Marian Armo As after remining to spower or ending to show it of expension of the availables of commandos But because Magre. Atomore found so rively in the gare ats which is a ton commandess powerful foes. Magriums are best used in boss battles, against powerful creatures that appears and the game. Each triangular, magraines are incredibly accurate, so an each short circuit. Many case tend to have stall equipmed appears to the large bullet size, and their nearly recoil results in a slow rate of fire. But you're sure to inflict big here to deter it you shoot with a magnitud.

Broken Butterfly

Price: 38,000

Available for Purchase: Stg 2 Castle Entrance (found in Castle External Wall Area)

FIREPO	NER		
Lvi.	Power	Price	Available From
Lv.1	73.0	(default) -	NAN
Lv.2	15.0	25 000	Stg.2 Castle Entrance
Ev.3	17.0	30.000	Stg.2 Courtyand & Bedroom
Lv.4	20.0	35,000	Stg 2 Clock Tower Extends
Lv.5	24.0	50:000	Stg.2 Ancient Ruins
ME	7.78.8		Stg.3 Cover Entranced
Exclusive	50.0	150,000	Stg 3 Campground

RELOAD	(ANIM	ATION	FRAMES)
Lvl	Frames	Price	Available From
Lv.1	110	dafault)	NA .
1421		15.500	St. 2 Countying & Decimina
Lu3	60	CACH DISHO	Sig I Ancient Rolling

2	
CAPAC	ITY
Lvl	Qty Price Available From
34.1	& (default) NA
111	35,000 Stg.2 Coolle Entrance
17	18,000 Stg.2 Clock Tower Exterior
Les	12 25,001 Eng. I Fortification Chills
-	

ı	Killer7	Pr	Price: 77,700				
ł	Killer/	A	ailable f	or Purchase: Stg 3 Fort	t fic		
2	FIREPO	WER			Ų.		
	Lvi	Power	Price	Available From			
	49.1	杏	(nexaun)	- MA			
	Lv.2	30	62,000	Stg 3 Amitory			
			1	SE TREES OF THE PERSON NAMED IN			
ľ	RELOA!) (ANIN	LATION	FRAMES)			
	Lvl	Frames	Price	Available From			
Г	Lei	95	(defact)	194	m.,		
ı	Lv.2	46	29,000	Stg.3 Armony	5		
	LVA	- 4	39,000	Jitg.3 Cave Entrance	7		

		and the	the second
BAPAG	WY		The land
Lvi	Qty	Price	Available From
LEI		(demontri)	NA
	_		
lev.S	10	40.000	Stg - Cave Entrance

RIFLES

Do by with use the game, I contain over the luxury of a surper rifle with a scope. In certain parts of the game, using a rifle mokes subsequent areas passed to survive. All raftes fire, 223 caliber Rifle Animo, which is only to the less searce than Magnum Anima.

When you press [3], I can nationally aims through the rifles scope. Zoom in or zoom out with the C-Stick. Place the crosshars over your target, preterably its head, and fire. The merchant offers better scopes for each rifle, sold separately. In the Island stage of the game, Leon must attach an Infrared Scope to the sniper rifle.

I	Rifle		Price: 12,000		
1			Available	for Purchase: Stg	1 Valley
-	FIREP	OWER			
	Lvi.	Powe	r Price	Available From	
	N.T.		(defect)	NA.	
	1.4.2	5.1	0 10,000	Sig 1 Valley	
	LV:3	6.	U 12,600	Stg 1 Lake Cave	1
			-		
			-	, J. 1911.	
	-	18.0	80,000	Stg.Ž Ancient Ruin	ś
ĭ.	1				
	RELO	AD (AN	MATIO	N FRAMES)	
1	Lvl	Frames	s Price	Available From	
	Lv.1	7	l - (default)	NA	
	Lv.2		2 1000	\$tg.1 Valley	- a. V.



Rus (Semi-Auto)

Price: 35,000

Available for Purchase. Stg 2 Castle Entrance



RELO	ID (ANIM	ATION	FRAMES)
LvI	Frames	Price	Available From
19.1		(definal)	na .
	7111	1000	Pig. 2 Citylin Emblant.
			lly 2 Anner Main Corrida
CARA	DITY	-	
Lvi	Qty	Price	Avanable From
1 1 2		(dolault)	NA I
A pr	. 77	310,000 i	Big 1 Coolis Sationics
9.77	(13)	12 000	Sig 2 Observation Hall
(VI)	37	15.000	Sig 2 Annes Main Comiden
1 146	7	20 900	Stg 2 Ancieri Au
Part to	- T. Bu	25,000	Stg.3 Fortification Cliffs

SHEET AL

become available only after beating the game at least once.

TMP

Price: 15,000

Available for Purchase Stg 1 Valley

all the the machine platet. Because alongful throughout the game, it is more than the purchase this gun so that it becomes an unique as soon as bullets are available.

lacer holds the TMP at the hip and firms a cominum stream of bullets until the magazine empties. For easier eiming, purchase the stock from the merchant. With the stock equipped, Leon aims more accurately and steadily.



RELOAD	(A.PHP	ATION	TRAMES)	
Lvl.	Frames	Price	Available From	
100	11	(defail)	NΛ	1
Lv.2	3.	5 000	Esg) Tunnel (Nach)	I
1.43	35	15,000	Stg.2 Observation Half	



Available for Purchase Stu 2 Cast of Entrance

The mine threater is an experimental device that timbrelle's weapon be invividually again to device a few years back, such as the kind praviously soon in Resident Evil 3 Nomenic. When fixed, the mine thrower launchine a small, grappling-cap mine that puretures the targets akin and attaches their. The mine emits a series of beeping algraic that irranelly just before it detonates. When the mine triggers are created a small explosion of intensely demaging power. The target and airly other breathness in the area feel the effects. Therefore, Land and Aghley should be set a mine the listense before the the facts.

The mine threwer box he equipped with a scope for long range exists bygraving the firepower of the mine threwer extends the expectative algorithms and the firefusive appropriate homing features to the mines, so that once an enemy has been turgeted it cannot dedge the extent. This weapon's werst characteristic is that the only way to detail making making and an any for a cantolin, making addition.

Corner.		· h-
Power	Price	Avaitable From
	defent	The same of
		Annual and the
- 11	100	Ng 7 Who between
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Frames	Prace	Available From
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77	18.080	Sty I Clock Tower Familiar
	THE REAL PROPERTY.	3 Tertification Cliffs
A STATE	-	The state of the state of
of the state of the		Apart and Sample of a springer
	Power	Power Price Frames Price 15 000



Handcannon

Price: 0

Available for Purchase: Replay Game

The Handspropering III callies magnetic molecular of the type checked by one Berry Burton. Specific of Berry, hear chief he be mineral out on a weapons because like the one in this game? While the little price is a perguin, the upgendes will empty your packets. Raising each level of the Weapon costs is third process; that you can affect the Exclusive upgrade to infinite among this non-releading weapon mainly takes up specific to your inventory. However, it was been coun backets among that he had been countered that just happe on giving.



	idud	118 (default)	MA
	Lv.2	26 75 000	Haplay Gamii.
	LvJ	50,000	Replay Game
3		1	The second secon
	CAPAC	ITY	
	Evi	Qty Price	Available From
	Lv.t	2 (default)	NA
	(V)2	4 15,000	Replay Geme
	1x3.	5, 28,000	Paginy forme
	Let	6 25,000	Replay Gome
	Lw.5	7 25,000	Replay Game
	Lv.E	10 50,000	Replay Game

RELOAD (ANIMATION FRAMES)

Frames

Available From

Rocket Launcher

Price: 30,000

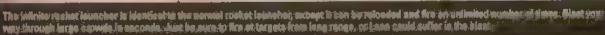
Available for Purchase: Stg.1 Valley (found in Stg.2 Exhibition Room and provided during the Saddler boss fight)

The useally unestainable routet introduct, so highly abught after by previous Resident Evil games as soon as Leon finds the first marchant. The rocket leuncher is an expensive, one-way weapen that inflicts 1800 points of demage to the target it strikes. This sucker takes up major space as Leon's attacked case. However, with the recide in uncher handy, you can stay even loos monature with a single shot. All you have to do is make this boas reveal its week spot (if there is one), and then alm and first handle the boas reveal its week spot (if there is one), and then alm and first handle in the soon of the stay of

Infinite Launcher

Price: 1,000,000

Available for Purchase Replay Game



.. i.p.writer

Price: 1,000,000

Available for Purchase: Clear Assignment Ada

All collies abused World War Nors machinegus from the searchant for a measty one million poestas after a weather a search and the meast a short million and the meast and

ORIGI

way to this category attach to specific weapons for improved

Stock (Red9) Price: 4800



nicem, and Lean has brauble siming stending being the Hedd allows Lean to alm more thank, and it allows him to making a similar ring several shots in a row

Stock (TMP) Price: 4000



FMP this stack allows Lean to aim more coulder instead of the hip, it stee allows Lin accurate aim while firing continuously.

Scope (Rille. Pring ingh



the the hole action 223 caliber rills. To associathin he was af the rife to the case of select it and combine the city of the rife's crosshair and allower has a rife's default scape.

Scip. (Semi-Auto Rifle) Price: 10000



A custom ecope for the semi-sute, 223 caliber rills. To attach this scope, either significant top at the semi-suse rills in the case or select it and combine it with the semi-suse rills. The scope changes the crosshair of the rills and allows Lean to zeem in approximately they feet closer than the semi-suse rills's default scope:

Infrared Scope

Price: 4000



The infrared scope displays the heat eignoturns of all objects. When exected to a cills, the infrared scope shows everything in thousand imaging. Unlay this occase is the cody may be inheatly and larget the rejoins sting persolves that cover the bodies of .

Regenerates and Iran Maidente. Doly after the persolves are elemented can these transmission has filled. The infrared size of female in the Frenter years of the Johns Ste

Scope (Mine Thrower)





A pustom scope for the Mine Thrower, Enables lung-range sniping and accurate siming with the Mine Thrower, Zoom in and out with the C Stick. You seey find the scope is not accurate in close stars situations, such as bose fights.

CRENADES

Hand-tossed explosive - and flash devices can be extremely helpful to I con in crowd control situations. When a grenade is equipped, to mise the bomb and press to toss it. Without the sent lever tosses the bomb at just the right are so that where the rotes, he is out of the blast radius. However, if the aim is til example of will be on may throw it a little farther or state to som when throwing grenades

Each grenade takes up two blocks in the attaché case, which means that grenades can consume a lot of space. Remember to the greatdes to break up crowds of enemies or when fighting manushink agree princits, such as those that carry chamsaws

Hand Grenades



Hand granades are small fragmentation explosives that burst into hundreds of metal shards, spreading out and piercing all targets in a small radius. Enemies on the edge of the range suffer reasonable demage and ere knocked to the ground.

Flash Grenades



Flash gronades emenate a bright light in a wide radius that blinds all enemies in range. When used successfully, enemies are stunned, and can be safely approached and kicked to the ground. The blinding effect weers off memeritarily, so move quickly to take advantage. Shoeting or stacking emenies causes the effect to suivide instantly. Flush granades are fatal to Les Character of the sacks of a second control of the sacks Plages. Whenever Plages are exposed from the necks of Los Ganados, or when they detach and crawl across the ground, throw a Resh grenade to take out one or more Plages Instantly.

Incord ary Grenado



Incendiary granades create an instant well of fire at the spot they are thrown. Enemies caught in the small blast range are instantly angulfed, and any enemies that charge into the flames are set ablaze as well.

VIME III



These 9mm parabellum rounds are compatible with all types of handgurish Leon can hold up to 50 handguri bullets within a 2 x 1 block in his attaché case.

51,,5



These 12-gauge shotgun shells are compatible with all types of shotguns Leon can hold 15 shells in a 2 x 1 block in his attaché case.

Rifle Ammo



.223 caliber bullets that load into the rifle and the semi-outo rifle are a bit harder to: acquire, and even hurder to tote around Leon can hold 10 bullets in a 2 x 1 block in his attaché case.

TMP Ammo



Ammunition for the TMP is surprisingly plentiful in the game. Leon can hold 100 machine pistol bullets within a 2 x 1 block in his case.

Magnum Ammo



The most rare type of ammunition found in the game, these .45 caliber revolver rounds should be conserved strictly for boss fights and for dealing with stronger than average enemies. Leun can hold 10 magnum reunds within a 2 x 1 block in the case.

key items and treasures

Key Items

ents him from proceeding farther in the game.



CAMP KEY

DEFEAT: The cha



REEZER CARD KEY

in the Steirwell Corridor eres.



EASTLE BATE LEV



DAILINY ELY



TOWNSON



BUAL STRAMINT

USE: One of three pie the raised wan blockin of the Audience Hall



Committee of the Parket

LOCATION: Valley area of the

USE: Combine this with the other half to form the



GOLDEN SWORD

LOCATION: Berracks of the Castle.

upper leveli



EMBLEM (LEFT HALF)

LOCATION: Velley area of the Village.

USE: Combine this with the other half to form the real that unlocks the northeast exit from the area



INSIGNIA KEY

/illage stage

USE: Unlocks the door marked with a similar insignia in the Pueblo area.



FALSE EYE

DEFEAT: Mendez at the Torture Shed to obtain the eye.

USE: Activates the retinal scanner on the east door in the Gondola area go escape from the Village stage.



JET-SKI KEY

the game.

USE. Sparps up the jet-ski perked in the underground encape tunnel





EUT OF THE HOLY EAST PANTHER

northwest, revealing the exit from the area





THE THE PARTY

essemble the Holy Beast on the fresco to the

A 1





MAGNETIME ILLETTINGS

USE: Half of the Blue Moenstone, a seel that unlocks the Sedroom doer it the Countyard & Redroom area of the Castle



(Entire President

ON: The Double-Secured Yard of the The stolen by an enemy. ed to activate the two lock



MOONSTONE (RIGHT HALF)

Poutie mithin the bedge mez

USE: Mail of the Blue Moonstone, a seal that unlocks the bedroom dear in the Courtyard &



PRISON KEY

LOCATION: Hanging on the portrait in the



OLD KEY

LOCATION: inside the second cabin in the



QUEEN'S GRAIL

LOCATION The Weapon Exhibition Room of the

unlock the north exit



PIECE LA THE HOLY

assemble the Holy Beast on the fresco to the northwest, revealing the exit from the area.



ROUND INSIGNIA



SALAZAR FAMILI

Quartera marga picino Ci



SERPENT ORNAMENT



उद्योग 🗀 🖂

Ruins area at the Castle stage



-T11



LOCATION: The Research Laboratory of the Islam



DECEMBER OF THE AN

USE: Obtained by rewriting the data on the Freezer

Treasures

Treesures are items that sell to a to look. Fortunately the marchant sells in

individual parts.



BUTTERFLY

VALUE: 4500

greatly

Combination	Value
Surrerdy Lamp w/L	8590
MANAGEMENT OF STREET	Page 1
Butterfly Lamp w/G & R	11,000
Sutterfly Lamp w/R & B	15,600
	Z.



AVIIDDE POP

AMBER RING

VALUE: 19.000

VALUE: 10,000

LOCATION: Stg.1 Swamp



15/1/

VALUE: 3000 10000

A basi stain with three indentations where geme

Combination	Value	
which the rest		
Marian Committee of the		
	-	
	402.3	
Beerstein w/Y & G	175,000	
Buerstein w/G, R & Y	, 20,000	



BLUE EYE



BLUE STONE OF TREASON

VALUE: 3500

LOCATION: Sig 3 Camporound

Madisave gam that can be fit into the Golden



LOCATION: Sto.1 Village Chiefs House, Stg.:

CROWN JEWEL

LOCATION: Stg.2 Abandoned Irrigation Station

A lower removed from a crown. Can be returned to the crown to add greater value

CROWN

M&.UE: 9000

A grown with two portions atissing. When the object is restored to as furnier glory and value

Combination	Value
Crown w/Jewel	
Crewn w/Insignia	27,000
Salazar Family Crown	49,000

DIRTY BRASS POCKET WATCH

VALUE: 1000

LOCATION: Stg.1 Village Chief's House

DIRTY PEARL PENDANT

VALUE: 1000

LOCATION: Stg. 1 Farm

A Pearl Pendant that has been dropped into fifthy weter—practically worthles:

ELEGANT CHESSBOARD

VALUE: 13,000

A chessboard suitable for a king's game



ELEGANT HEADDRESS

VALUE: 10,000

LUCATION: Stg.7 Tunnel, Stg.3 Throne Room

A peautiful adornment for women's heir.

ELEGANT MASK



cel increasing too value of the whole

Combination	Value
Elogant Mask w/l	39,000
Taken Trade Age of Addition	
House Mark well	(9,40)
Andrew Company	
	(F. 1986)
Elegant Mask w/R, G & P	20 000



ELEGANT PERFUME BOTTLE

VALUE: 10,000

LOCATION: Sto.2 External Wall Area

A perfume bottle fit for a queen

EMERALD

GOLD BANGLE

VALUE: 8500

LOCATION: Stg.2 Battlement Area, Stg.2 Hall of

A bracelet that can be sold for substantial cain. Found in several locations in the Castle





GOLD BANGLE WITH PEARLS

VALUE: 10,000

LOCATION: Stg. Lake





HOURGLASS WITH GOLD DECOR

VALUE: 12.000

LOCATION: Stg.2 Last Suppor Corridor An hourglass of fine creftsmanship



GOLDEN LYNX

VALUE: 15,000

LOCATION: Stg.3 Fortification Cliff

A golden get idol with three indentations in th lace where gems can be set, moreasing move

Combination	Value
Gelden Lynx W/G	.90.
iniden Lynx w/R*	(m,00)
Selden Lynx w/B :	(III).001
ielden Lynx m/G & II	25,000
Gelden Lynx w/G & B	75,000
Goldon Lynx w/R & B	\55 .00
Palden Last w/G. S.S. S.C	V 5.000



ILLUMINADOS PENDANT

LOCATION: Stg.2 Observation Hell (enemy), Stg.2

those who hald it.



MIRROR WITH PEARLS & RUBIES

VALUE: 12.000

LOCATION: Stg.2 Countyard & Badroom



GREEN CATSEYE

VALUE: 3000

IDEATION: SI

Can be fitted into the Beerstein to increase the



PEARL PENDANT

VALUE: 10,000

A necklace of some worth



GREEN EYE

VALUE: 1000

LOCATION: Defeat a Novietader M Sig.

A smell delle dropped by defeated Novistedor enemies as wall 65 one Novistedor sure cant Cambe's Ballicom. Gen be insected inso a Blind Butterily Lamp to increase the value



PURPLE GEM

VALUE: 3000

Corridor

value of the whole piece.



GREEN GEM

value of the whole place



RED CATSEYE

VALUE: 3000

LOCATION: Stg.1 Homestead Ruins



GREEN STONE OF JUDGEMENT

VALUE: 3500

LOCATION: Stg.3 Mess Hall

statue for greater value

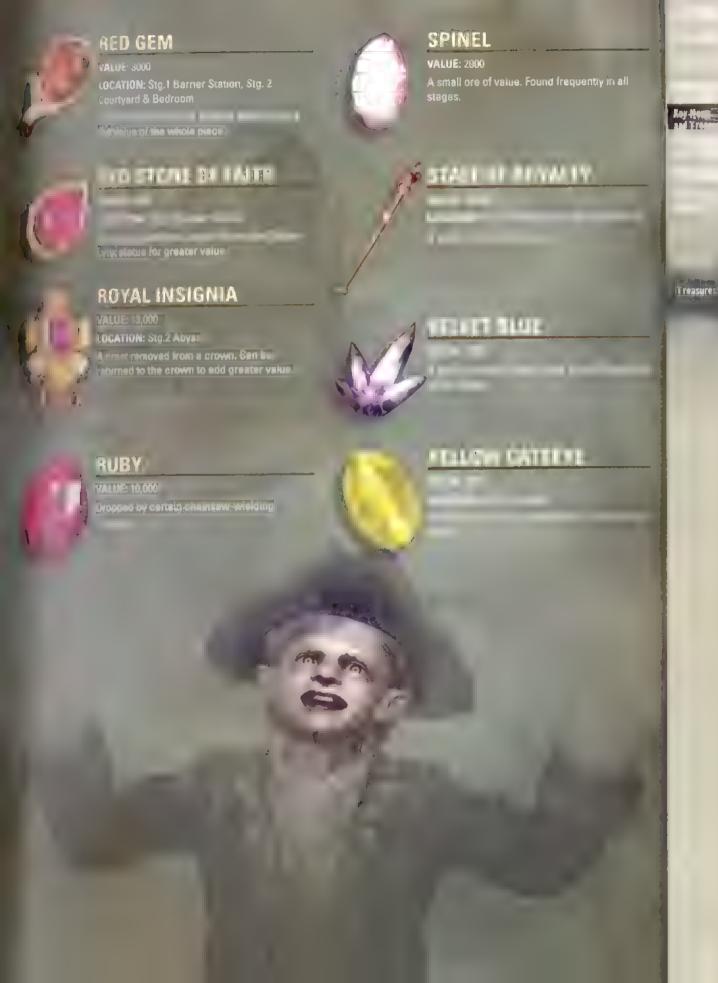


RED EYE

VALUE: 1500

LOCATION: Defeat a Novistador in Stg.2

cnemies as well as the Novistador hive in the Castie's Bellroom. Can be inserted into a Blin



Fante System and chreshoplise

This chapter contains a wealth of instructions information, tips tricks and strategies that are to be considered 'common knowledge' in the walkthrough sections of this book. In other words, you must understand everything that is described in this chapter while attempting the game, or failure is imminent

BASICS

Controller Setup

Control Pro	Meyor lumyHighlight menu choice
THE RESERVE OF THE PARTY.	Action limite
7	Ron/Convol/Enit mon
The state of the s	Achiey commands
_ interpretation	Weepone Renovember
And the second	Eleick meg
1 25 4 70	The Spinish of the Sp
THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN COLUMN TW	Prepare knife
ATT/PAUSE	Options Mean/Skip cinematic
The state of the s	Look/Zoom soome

Meny Navigation

When navigating all menus, use the thumbstick or recontrol pad to highlight choices or move a cursor Press to select a choice, or press to return to previous screen or exit the menu.



Weapons Recovery Screen

Press to open the Weapons Recovery Screen, displaying Leon's attaché case and his entire inventory. Items collected in the case include weapons, aminumition, and recovery items. Items can continue to be collected as long as there are empty blocks remaining in the attaché case. Be sure to combine herbs, use recovery items when low on health and reload weapons with aminumition in order to clear more room in the case. Larger attaché cases can be purchased from the merchant, one new one in each stage.

While viewing the Weapons Recovery Screen, move the cursor to the top row and select one of the headers to view a different menu



Who is a some fact thache ease, the secondary item

is a constructed to temporarily store items until

in igh blocks are cleared to set the item back in the ease. Exiting
to Weapons Recovery Screen diseards all items in the secondary

x x x x x x 0 (xou) intention choose "No" when the diseard prompt appears onsereen

L. M.



Select an item with to raise a pop-up menu. Select from the choices on this pop-up to use the item, examine the item in detail, combine the item with another or discard the item from the attaché case

Combining items can also be accomplished by moving one item on top of another item. This provides a quicker way to combine herb or mount weapons with scopes, stocks or silencers

Key Items and Treasures Screen



While viewing the Weapons Recovery Screen, press to enter the Key Items and Treasures Screen. Key items that unlock doors or provide access to new areas are stored in the upper row, and valuable treasures that can be sold for profit are stored in the lower menu. While in the Key Items/Treasures Screen, press to return to the Weapon Recovery Screen

Select an item with no examine it, discard it, use it or combine it with another item. Sometimes key items must be assembled before they fit into the place they belong. Certain treasure pieces can be combined to create a new piece of greater value that the individual parts

FILES

Documents and notes left behind by agents, cultists and co-conspirators provide useful clues as to how to proceed. These documents are collected in the Files menu. To review documents and also a communication log of the most recent radio transmission, press to open the Weapon Recovery Screen, move the cursor to the headers along the top row and select the Files option

Files are divided into three categories depending in which stage the document was found. To change stages, move to the top row of the file listing and move the cursor left or right to switch stages.



Map



While exploring areas, press — to quieldy bring up the map menu. Various icons on the map indicate Leon's and Ashley's positions (when Ashley is following Leon), typewriter save points, merehant positions, open doors, locked doors, and doors that can be unlocked because you currently possess the right key. As you progress and learn new mission objectives, flashing destination markers appear at the location you should head to next

Press to switch to overall view to see the entire stage at once. IIold or to zoom in and out of the map. Press to view a list of markers and turn them off or on. Merchant and typewriter locations can be shown or cleared from

the map. Other markers might indicate the locations of sub-mission objects such as the blue medallions in the Village stage or shooting galleries in the Castle and Island stages. If a Treasure Map item is purchased from the merchant for the stage, white markers denote the locations of all valuable treasures.

Movement

When controlling Leon, move the thumbstick or pad upward to move torw; rd, left or right to turn in either direction, and downward to step backwards. Stepping away from enemies is strategically advantageous, especially when dealing with El Gigante boss monsters and Villagers. When moving, hold to run



Instant Turn

When controding bean hold the chambatek or 🌞 pad down and then press 🕒 Leon spins around to face the exact opposite direction is was previously being a usual turns are extremely useful when surrounded by enemies or surprised from behind. Whenever enemy sounds seem to be coming from behind, perform an instant turn before the monsters have a chance to attack

Reloading

Whenever Leon's weapon runs out of amino the reloads the next time the action button is pressed. To reload the weapon on the fly, hold % and press. To reload. Watch the magazine count displayed in the Leon's status window earcfully and avoid emptying your elip entirely during a battle. Reload your weapon after dealing with enemies or while they recover between your attacks. Always keep a single bullet in the chamber in ease your enemies pop back up to surprise you.

Relian Button Functions



is a kind of context-sensitive accept-all command. When navigating a menu, press to make a choice or confirm an option When alming a weapon or the knife, press to attack

As you explore the environment, an teon might appear onsereen, along with words such as "TAKE," "JUMP OUT," "KNOCK DOWN," "OPERATE," etc. Press this these words appear onsereen to collect items or interact somehow with the environment

Opening Doors

Move toward a door until the "OPEN" command appears onscreen, then press to open the door and proceed into the next room Leon's default method of opening a door is quiet, with less chance of alcung the enemy to your presence. However, Leon can also kick the door open loudly and dramatically. To kick open a door, press wice when opening a door. Kicking open a door can be useful especially when the door is padlocked. Also, enemies standing on the other side of the door might take damage or be knocked aside if Leon lacks it open



Jumping Through Windows



When near a large enough window, the option to "JUMP OUT" or "JUMP IN" may appear onscreen. Press while this indicator is onscreen to make an evasive leap through the window

Knowing that you can do this, look for windows to jump out of in structions where enemies are attempting to surround Leon. Run for the window and leap through it to escape to, what you hope is, a relatively saler spot.



Ladders

To pursue Leon into higher areas, such as the second story of a bodding, enemies often raise ladders. Knocking out windows with the ladder's end, enemies then elimb the ladder and erawl through the window. While the enemies are elimbing the ladder, move to the window and knock over the ladder by pressing. When the option appears onscreen. Enemies elimbing the ladder may take falling damage as a result, weakening or even killing them.





If a ladder is at a windowstll, Leon cannot jump out of the window without first knocking down the ladder. If Leon needs to elimb a ladder and one is lying on the ground, stand over the ladder and press (to raise it back up when the option appears

Look for raised areas or platforms that can only be reached by utilizing a ladder If Leon is being pursued by a large mob, climb the ladder and then knock it down to prevent enemies from following. Keep in mind that this will not prevent enemies from throwing weapons or firing projectiles at Leon. While the enemies are busy trying to re-raise the ladder, you can drop grenades on them or pick them off individually with a gun



Commanding Ashley



Leon's main objective is to rescue the President's daughter, Ashley Graham Incertain portions of the game, Leon must safely lead Ashley through enemy lans. Whenever Ashley is accompanying Leon, press to commanded her "wait" in a certain spot, and then press it again to make her "follow" Leon further

When a group of enemies is directly ahead, it is sometimes a good idea to keep Ashlev out of the fighting by commanding her to wait in a safe spot while you rush forward and meet the enemies head-on. However, avoid leaving Ashley too far behind in a large area, or an enemy might materialize out of nowhere and kidnap her!

Ashley Icons

Ashley's status is indicated by the various icons that appear in the circular gauge directly above Leon's on the display

Following



Ashley is following Lear

Waiting



Ashley is wairing for Leon to come back.

Warning



Ashley is in danger of being attacked by an enemy and needs Lagn's help.

Captured



An enemy has picked up Askley and is attempting to cerry her to the nearest exit if the enemy carries Ashley out of the area, the gamo ends immediately

Hiding Ashley

Ashlev can hide in certain containers to avoid being attacked by large groups of enemies, or to protect her from abduction. When you see a human-sized open container, approach it while Ashley is following and press to command her to Inde inside. When the coast is clear, press again to whistle for Ashley









Sometimes Ashley can operate a lever or turn a crank while Leon contends with enemies in the area. Whenever an option to allow Ashley to operate something becomes available, always let Ashley perform the action. Sometimes Ashley takes a little longer to complete a task, but at least you can protect her while she is working.

Camera Angle

While walking or running through areas, move the C-Stick to adjust the comera angle for a better view of whatever is above, below or to the side in some areas, you might spot a bird's nest in a tree or a shiny treasure embedded in a cave ceiling by holding the C-Stick up while moving



Zoom Scope

While atmose a susper rifle, Leon automatically looks through the scope to sim Move the C-Stick upward to zoom in for a closer look, or move the C-Stick down to zoom out. Place the center of the crosshairs on the target and press to fire

When the scope is zoomed in, movement speed of the scope reduces
Therefore, if you wish to adjust your aim more quickly or if you need to
follow a moving target, zoom out



Hems

Finding and collecting various items is the key to surviving the game and deleating enemies. Items can be found by moving near shelves until the "TAKE" option appears onscreen. Items are also hidden inside cabinets or lockers. The your knife or gun to break open crates and barrels to find items.





Defeated enemies sometimes drop items as well. When an enemy drops an extra item, it remains on the map only a short period of time. You must pick it up before it disappears, or the opportunity is lost. Unfortunately other enemies still active in the area might prevent you from reaching items before they disappear. Items dropped by enemies are highlighted with columns of light, colored to indicate the type of item. A green light indicates a recovery item, a red light indicates ammunition, and a blue light indicates pesetas, or money

Random Items

Some areas may contain randomly determined items. Random items are contained in crates and barrels that must be broken to obtain the item. When a crate that contains a random item is smashed open, you might find ammunition, recovery items, pesetas, or nothing at all. If you smash a crate or barrel where a random item is sometimes located and you do not like the results, press START/PAUSE to open the Option Menu and choose the "retry" option to play the game over again from the last continue point Continue points are typically established every time Leon enters a room, defeats a powerful enemy, survives some kind of deathtrap, or after story events. When you retry



from a continue point, random item results may differ from the previous attempt, and you might get a better item

Pesetas

Boxes of pesetas, the local currency, are located all over the maps. They may appear randomly when crates or barrels are broken open. Defeated enemies or crows may drop additional boxes. Special enemies and boss monsters drop gold bars worth large amounts of pesetas when they die. Pesetas are used to purchase and tune-up weapons at merchant shops, so garner all the money you can! The pesetas Leon has accumulated is displayed in the Weapons Recovery Screen as well as the merchant's shop menu.



Using Items



To make use of items, press to open the Weapon Recovery Screen. Move the cursor to an item in Leon's attaché case and press to bring up the item pop-up menu. If the item is a recovery aid, select the "Use" command to consume the item and regain lost health. When Ashley accompanies Leon, recovery items in the attaché case can be used to cure her as well.

Equipping Weapons



Combining Items

Combine items such as herbs and separate quantities of ammunition to make room in the attaché case or to increase the power of recovery items. To combine two items, select one item in the attaché case, choose the "Combine" option, and then move the blue cursor to a compatible item. Or, press to lift one item from the space it inhabits, move it on top of a combinable item, and press again to combine the two



. I combine a we upon and its accessory, press to select the item and choose "Combine" from the blac secondary cursor to the weapon it can be mounted upon, and press again to fit the with the part. Or, press to lift the accessory from the attaché case, move it over the weapon it can be mounted on the secondary cursor to the accessory continues to be equipped every time the weapon it is attached accessory is removed from the weapon. To remove an accessory from a weapon, select it in the fease and choose the "Remove" command

11 11

akes in outdoor areas drop items when shot. When shooting the control of the flock while shooting a single bird. By

the flock while shooting a single bird. By

the coses of hing your weapon from too short a range, the coses of hing your weapon from too short a range, the coses of this glin and the opportunity to shoot them for an item is

that to reset the crows to their initial positions





The villagers love to set traps for Leon by placing live snakes inside crates. When Leon breaks open the box, the snake attacks him and causes small amounts of damage. In the opening portion of the game, it's all right to break open crates and barrels with the knife. But as the game progresses, use the gun to break open crates so that you can quickly shoot a snake that may be waiting inside the box. If you shoot a snake before it attacks Leon or slithers away, it drops some type of Chicken Egg.

Hens in the Pueblo and farm areas might lay Chieken Eggs, Brown Chieken go or rare Gold Chieken Eggs if left alone for long enough. If Leon walks toward the hen and makes them run away, they will not lay an egg for quite some time. Look for green light columns where hens and roosters roam to find eggs.



Dodge Buttons

During certain life or death situations that arise during Leon's mission, the player must press two buttons displayed onscreen immediately in order to att of harm's way. Such instances include rolling boulders, certain attacks of boss chemies, and even attacks performed during cinematic sequences where characters are having conversations. There is no time to let your guard down in this game. The dodge buttons are typically ** + ** or ** Press both buttons simultaneously when they are displayed pascreen to avert death or disaster.

In some cases, the or buttons must be tapped rapidly in order to push away an enemy or climb up from hanging off the side of a ledge. The game basically counts the number of times and the frequency at which the latton is pressed, decides if you are really trying or not, and determines the outcome appropriately. Sometimes you must start by tapping one button, and then switch to the other button when the onscreen display changes





Typewriters



Opportunities to save arise whenever a chapter of the game ends. You may a save your progress to a memory eard by approaching a typewriter and using it to save. Sometimes saving at a typewriter is a wise idea, especially if you are about to purchase things from a merchant and tend to experience buyer's remorse. Also, if a boss battle is imminent, save your game at a typewriter before heading into the war zone.

COMBAT STRATEGY

Aiming Weapons

Press and hold. A to aim the brearm equipped in Leon's right hand. While aiming move the thumbstick or 🖑 pad to adjust Leon's air. Leon must remain stationary in order to shoot. If an attack is imminent, release. And try to escape

Leon aims most of his weapons with a laser sight. Move the thumbstick or pad to adjust Leon's aim until the laser connects with a valid target, forming a tiny "ball" at the end. When Leon has targeted an enemy, press to fire. Due to weapon recoil and Leon's own natural amount of human trembling, aim becomes unsteady between shots. If you fire repeatedly and start missing, stop firing and reaffirm your aim with the laser sight.



Using the Knife

Press and hold for to raise Leon's kmfe, and press to slash horizontally in front of Leon. The knife does not have to be equipped like the other weapons, and Leon does not have to make room for it in the attaché case. The knife is always at the ready. It does not require ammunition and never needs to be reloaded. Use the knife to defend yourself against enemies that are too close for comfort and to smash crates and barrels to conserve ammo in the early stages of the game.



Limb Targeting

By targeting and shooting enemies in the limbs, you can disable them in certain ways For instance, by shooting an enemy in the arm, you can make him drop the weapon he/she holds. Shoot enemies in the knees to stop them from moving, or shoot them in the lower leg while they are running forward to "trip" them. Once you have "tripped" an enemy, shoot them continuously on the ground to make sure they do not get back up. If a shot to the lower leg causes an enemy to drop to one knee, shoot them in the torso to knock them over



Kicking Enemies

his is so in the head or forced to their knees. Leon can kick the second getters not in range, run forward until the "KICK" to see an thess. To kick them blocking enemies causes a second ge and knocks the enemy to the ground. It's then easier to be a chieffichemy while they are down and cannot burt Leon.



disciplined with a single kiel. Shoot the elosest enemy in the to make them stagger in pain. Then run forward and perform a kiel. Leon's roundhouse nails the enemy as well as any lost and the kiel. The whole group is flattened' However, this is a finesse move, so be sure to practice atcking the course test times before moving on to this complex maneuver.



Projectile Deflection





When enemies throw weapons or fire arrows at Leon, a quick and reflexive shot can knock the projectile right out of the air. The chances a shot will deflect a projectile increase as the object gets closer to Leon. If your eyes are quick enough that you can watch the weapon fly through the air toward Leon, wait to fire until the last minute and you'll knock axes, sickles and arrows out of the air left and right.

Certain enemies light the fuses of dynamite sticks and then hurl them toward Leon. If you can shoot the explosive in the enemy's hand, or immediately after he tosses it, the bomb detonates right in the midst of enemies, taking them all out. Also, once an enemy lights the fuse on a dynamite stick, shoot him to death. As soon as he falls to the ground, the dynamite explodes, killing everything in a medium blast radius

Projectiles like rocket launcher missiles and machinegun bullets cannot be blocked by a deflective shot, so do not attempt it!

Weak Spots

Many of the enemies in the game have a "weak spot", a limb or area on war holy where you can shoot them to inflict greater damage than if you the post of the last than the shoot all types are weak when shoot all flowever, at might a leadshot might reveal the Plaga niside a Ganado, making the enemy even stronger and requiring greater firing excurses in order to hit the exposed parasite

chant, claw-armed Garradors' only weak spot is the parasite attached to hear backs. Somehow, you must get behind them in order to blast the parasite Colmillos, or wolfhound enemies with tentacles, are weak against to One incondiary grenade takes out whole packs of these animals

Read the **Enemies** chapter to learn the weak spots of all enemies, and exploit these weaknesses to shorten battle time, reduce damage taken and conserve ammunition for battles where it is needed the most





Crowd Control

Over and over again the game throws hordes of enemies at Leon. When faced with a "crowd," exerting growd control becomes important. Use more powerful weapons to deal with crowds, and use lesser weapons to deal with individual enemies. For instance, when a crowd of villagers come at Leon with pitchforks in hand, toss some type of grenade into the mob to decimate their numbers or stun them all so that an escape can be made



Or equap the shotgan, let the group move in closer and blast all of them simultaneously with the weapon's cone-shaped cin ssion. Once a few members of the growd have died oft and only one or two are left behind, equip a handgun to take on the individuals. The more powerful the weapon, the less it can be used it onserve aminimum by using it only when needed, and avoid exerting over all our individual enemies

Funneling Enemies



Enemies are programmed to invade Leon's are i, surround him, and come at him from all sides. Avoid this enemy factic by moving into narrow passages or beyond doorways in dead-end corridors, and then wait for enemies to funnel into the room in pursuit. As foes come through narrow doorways or windows, they eluster up and become easy to eliminate en masse with a single grenade or shotgun blast.

This strategy of funneling enemies into narrow spaces is a tactic you can use repeatedly to survive encounters and conserve ammo all the way up until the last stage of the game. Enemies in the Island stage, however, are programmed not to pursue Leon so readily through narrow doorways. They sometimes attempt to bait you into an open area where they can surround you. Smart monsters!

Boss Enemies

Unique enemies in the game have exceptional abilities and limited weakness. Known as boss enemies, these amazing foes require special strategies to defeat. Turn to the appropriate section of the walkthrough chapters to read a detailed, blow by blow method of overcoming the most powerful of enemies while avoiding damage and death from their attacks

RECOVERY ITEMS

As enemies inflict attacks on the characters, their remaining life diminishes. The character's condition suffers when the health. gange becomes vellow or red-taid he or she begins to hold their. side and limp when walling. Administer recovery items to regain lost health. Recovery items must be earried in the attaché case

Green Herb

An indigenous of not that restores a small amount of health. Iwo or three Green Herbs can be combined to create compounds that restore more health.



MIXED HERB CHART

Combined Herbs	Effect
Green + Green	Medium recovery.
Green + Green + Green	Close to full recovery.
Green + Red	Full recovery.
Green + Yellow	Small recovery, increases maximum health.
Green + Red + Yellow	Full recovery, increases maximum health

along with Leon's weapons and ammunition. When picking up a recovery item. Leon may have the option to use it immediately rather than store it in the ease. When Asiley accompanies Leor, recovery items can be used to restore her health.

Red Herb

A mysterious plant that has no effect alone. But when combined with a Green Herbort forms a compound that restores maximum health.

Yellow Herb

A strange plant not found anywhere else in the world. It has no use by itself, but when combined with a Green Herb it forms a compound that restores a small amount of health and raises the maximum amount of life of the character. It can also be combined with a Red Herb, or with a Red-Green mixed herb compound to form a new substance that raises the maximum life

limit and completely restores health





First Rid Spray

to the second to the second where to reserve their use

6 sance Leon

. die First Ald Sprays can be purchased from
. only for 10,000 peactus

Black Bass

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which was the richtsh floats

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we eaten to restore half of the character's life. However,

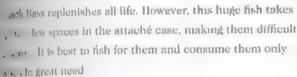
(k) In the collected just

the caten to restore half of the character's life. However,

Black Bass (L)

one ish that swims in lakes and one ors. When shot the Black Bass is as to the surface and can be taken or either recovery items. A large

i Ing them burdensome to earry.





Chicken Egg

A white egg sometimes laid by hens, or left behind by snakes when shot. Restores a tiny amount of health. Takes up only one space in the attaché case

Brown Chicken Egg

A brownish egg sometimes lain by hens, or left behind by snakes when shot. Restores a medium portion of health Takes up only one space in the attaché case

Gold Chicken Egg

A rare golden egg that completely restores health. Lain by hens or dropped by snakes when shot. Takes up only one space in the attache case, so he sure to hold onto these for emergency purposes.



MERCHANTS

the light thirty minutes into the game (depending on how you play), Leon the a masked villager who seems more interested in personal wealth the complete cause of Los Illuminados. These merchants offer to sell composerful weapons and weapon upgrades in exchange for pesetas erchants also buy extra items and valuable treasures from Leon, so that the can afford better weapons and tune-ups. The prices are high, so look for opportunities to collect extra eash by defeating high-dollar enemies.



Don't Shoot the Shop Clerk!

Be careful with the violence around merchants. Even the slightest damage kills them. If a merchant happens to be standing in the vicinity of enemies, which happens two or three times in the game, try to lead foes away from the merchant's location so that he is not accidentally killed in the process. Once a merchant dies, he never reappears in that location!



Merchant:

THE MERCHANT'S LIST

The complete price list of the merchant is below. Larger Attaché Cases become available in each new stage, i.e., one in the Village, one in the Castle, and one in the Island. Treasure Maps marking the locations of valuables on the map become available for sale if an item in the previous stage was overlooked. The Treasure Map of the Village is always available. As for weapon availability, please refer to the Weapons and Ammunition chapter to determine when you can purchase that mega-gun you have your eye on



lten	Price
Attaché Case M	30,000
Attaché Case L	40,000
Attaché Case XL	73,000
Tactical Vest	60,000
Treasure Map (Island)	10,000
Treasure Map (Castle)	10,000
Treasure Map (Village)	10,000
Handgun	8000
Red9	14,000
Punisher	0 (20,000)*

ltem	Price
Blacktail	24,000
Broken Butterfly	38,000
Killer7	77,700
Matilda	70,000
Handcannon	0
Shotgun	20,000
Riot Gun	32,000
Striker	43,000
Rifle	12,000
Arfle (semi-auto)	35,000

Item	Price
TMF	15,000
Mine Thrower	28,000
Chicago Typewriter	1,000,000
Rocket Launcher	30,000
Infinite Launcher	1,000,000
Stock (Rad9)	4000
Stock (TMP)	4000
Scope (Rifle)	7000
Scope (semi-auto rifle)	10,000
Scope (Mine Thrower)	8000
First Aid Spray	10,000

TARGET PRACTICE

In the Observation Hall of the Castle, Leon finds a blue door with golden gun engravings. Beyond this door is a shooting gallery, where Leon can sign up to shoot stationary and moving targets. This fun mini game is a great way to make the extra money required to upgrade weapons. Read the Target Practice document, available on the counter, to learn the rules of the game and how you can win awards. To review your highest score, examine the postings on the wall to the right of the counter.

Speak to the clerk behind the desk to try your skill in the shooting range. Take the Rapid-fire weapon set or the sniping weapon set, and then head through the double doors into the next room and ring the bell to begin. Shoot the targets to score points. For every five targets hit, the backdrop upons and a tiny Salazar target moves across the back. Shoot annoying little Salazar to score big? If you shoot four targets and miss the fifth, Salazar can be heard laughing at you



When the eastle is the backdrop, firing into the ceiling causes a strange reaction. The sky and the eastle begin to glow and sparkle, and then an explosion occurs If timed right, this might take out several targets simultaneously. If timed wrong, it might damage an Ashley target and deduct 1000 points from your score Scoring headshots continuously causes fireworks to commence in the background. Little Salazar will do anything to distract you!





SCORING	
Hit Target	50pts.
Male Villager Headshot	100pts.
Female Villager Headshot	200pts.
Salazar	500pts.
Ashley	-1000pts.

Becomes available for free when the blue medallion sub-mission is completed in the Village stage

If sold back to the merchant, the price changes to 20 000

Bottle Caps

wanted for certain feats, such as shooting all twenty-five targets

and Addey targets), or scoring over 4000 points. The sniping weapon

for scoring high, and the rapid-fire set is good for shooting all the

have not won all of the bottle caps from the previous range yet, then

have not won all of the bottle caps from the previous range yet, then

have not won all of the bottle caps on the bottom row, Game Type B

have bottle caps on the second row, etc. View the bottle caps you won by

their panorama in the Key Items/Treasures Screen







Mhe Merchant's Eisti

Yarget

Changing Features

Ashley crashin bottle cap changes the targets that appear, so the location targets begin popping up right in your way. Run to the contact short around her and hit other targets. Hitting an Ashley to the ris 1000 points from your score.

active coloring game type repeatedly, the partern of target game type repeatedly, the partern of target game.

at togets, pager so far away from Leon's position that only the super rifle is a practical choice.

Try to source big in the shooting gallery during a replay game. Just try it! The difficulty increases to the point of nearpossibility. Attempt to win all the bottle caps before clearing the game

GAME TYPE A (BOTTOM ROW)

No.	Bettle Cap
1	Leon w/handgua
2	Leon w/shotgun
3	Ashley Graham
4	Luis Sera
5	Leon w/rocket leuncher
Rure	Ado Wong (hit all targets)

GAME TYPE C (THIRD ROW)

No.	Bottle Cap
1	Merchant
2	Leader zealot
3	Zealot w/scythe
4	Zealot w/shield
5	Zealot w/bowgun
Rare	Don Pedro

GAME TYPE B (SECOND ROW)

No.	Bottle Cap
i i	Don Jose
2	Don Esteban
3	Don Manuel
4	Don Diego
5 °	Dr. Salvador
Rare	Bella Sisters

GAME TYPE D (TOP ROW)

No.	Bottle Cap
1	Soldier w/bet
2	Soldier w/stun-rod
3	Soldier w/hammer
4	Isabel
5	Marin
Rare	J.J

TARGET PRACTICE AWARDS (PESETAS)

Maria de la companya	Bodhi Cap
All bottom row bottle caps	15,000
All second row bottle caps	25,000
All third row bottle caps	35,000
All fourth row bottle caps	50,000

chapter one

The walkthrough portion of the guide is divided into chapters and sub-chapters, just like the game itself. This should make this volume easier to reference while playing through **Resident Evil 4**.

The game is explored in these sections area by area. Examine the maps to determine the possible locations of items. Reep in mind that every area has a certain number of randomly determined items, and that there is also a chance that breaking certain crates and paires may not yield any item at all

Therefore, the number of Random items listed in the **Items Found** table for each area lists a number of chances for a random item, rather than a total. Should you check all five random item locations and find little or nothing, consider opening the Options ment and retrying the area.

CHAPTER 1-1

FOREST



ITEMS FOUND

Item	Occurrence	Remark
landgen Amme	Lymna .	
fand Grenada	MARIE THE	-
irean Herb	MARKET THERETO	
ted Herb	teletrani i Ranks	
esetes (Bex)	April 19 Miles Street	TV
jandam	THE PERSON	

Let the Care Begin ...

The property of at the edge of a forest just outside to be a controlled to the ear and speak to both officers to hear them decide a little more



gr -310 -7



Un-Welcoming Party

truck blocks the path leading east, so head north to the nearby

Be sure to smash the box on the eart west of the house for a

stoget another item

After a violent greeting.

After a violent greet













Allow the hostile villagers to approach, and then shoot the closest enemy in the head to make him stagger. When he holds his face in pain, move in close until the "KICK" command appears onscreen. Press to boot the staggering man, knocking down all the other villagers as well. Jump over the woodpile to put a barrier between you and the villagers if needed. Also consider retreating inside the house. From this location, you can shoot the villagers as they attempt to enter via the door or windows (with less chance of being surrounded).

Once the uprising is suppressed, collect any items dropped by enemies and head back to the chiffs edge. Look over the cliff to see the junked police ear in the stream below.



Continuing Toward the Pueblo

Follow the path beyond where the truck was parked to find a small shed full of items. Collect the **Handgun Ammo** on the counter, and smash the three crates to collect various randomly determined items. Use the typewriter to save your game

Sniping More Crow

Two more crows are perched near a strange signpost. Shoot them both from a distance to obtain pesetas and a Hand Grenade.





Bear Traps

Continue east until you spot a wolf caught in a bear trap. Release the wolf from the trap by approaching and pressing Treeing the wolf from the trap proves extremely beneficial to Leon in future events. Note that the areas off the sides of the path are lined with more bear traps. Shoot them with the handgun to set them off, making the area safe to cross. However, sticking to the path ensures that you'll avoid them entirely



Tripwires

a a.g the algapost that points the way to the "Pueblo," explore the right to find a Red Herb among the bushes near the fence color is a very anon cantionally, and notice the trip wires . Two hear traps are set on the . . . between the trees

, gardening along the path nearby cries out. As he approaches k away from the tripwires a few steps, then turn and aim at were attached to one of the trees. When the villager moves be to the trees, shoot the claymore to set off the bombs, killing the , g. Whenever possible, use exploding barrels and bombs to kill

. . Landgun to set off the bear traps, then move toward them until reason as cinerently and with less amino



Wall three



har stenposts Man? ** , / " " " with skulls are the villagers' way findicating that there are booby traps " ad. Upon entering an area marked by this * FR. * , start searching the ground-and A secure 4 rate A 1 , S.

Cahina Along the Path



at a chars on your way to the next cabin. Approach the street canonaly because an enemy lies in ambush. Grab the Hande Ammo and other items from inside the cabin and continue ut all cagate bearing a strange symbol

A small cabin farther along Leon's route contains a gruesome sight, as well as two item crates and a Green Herb

Herbs: Green and Red Combination

Combine Green Herbs and Red Herbs whenever possible to create fully restorative compounds.



PUEBLO



Move forward until the "LOOK" command appears onscreen. Press 🌑 to use Leon's binoculars to spy on the villagers. While looking through the scope, use the Thumbstick to adjust your view and move the C-Stick up or down to zoom in or out. Although the villagers appear to be going on with their everyday lives, a grizzly reminder that something is terribly wrong burns in the central pyre

You must kill 14 enemies to continue past the Pueblo area. Each five enemies killed causes five more to appear, and this happens twice through brief interludes. When the fourteenth enemy dies, a bell sounds from a nearby church and all the villagers leave the area. Until then, you must avoid being overwhelmed by their numbers





to the tight. Eather run into the center of town or try to sneak behind the buildings via the path west from Leon's spy point by the tree. As soon as the first villager spots Leon, they emit a cry that warns all the others to be it too is nearly impossible. Running toward any of the exits adds five more enemies to the mix. Heading the street of the second s

Fighting the Crowd

to fuello presents the first of several instances during the ... where Leon must take on a large crowd of enemies ... where Leon must take on a large crowd of enemies ... where Leon must the mission. Remaining outdoors is made to the open, Leon can easily be attacked from any deat any time. To survive long enough to kill 14 villagers, the misting buildings with your back in a corner. Blast the sex say they attempt to enter through doors or windows to the situation gets too hot, toss a grenade into the at and escape through the nearest window or door.



the first such at open area with so many good spots for action, specifying exactly how to fight the encines and fit is one and impossible. Instead, we shall simply go over some features of the village and let you decide how to all the simulton.

Avoid the Yower!

The tower at the north end of the area may seem like the highest and safest place to go, but nothing could be further from the truth. If Leon climbs into the

tower, the villagers suddenly equip moletov cocktails and toss them into the loft! The only way out is to drop down into a horde of villent peasants or die a liery death in the tower Find someplace else to hold up.



The Two-Story House

ene a , d , two-story house in , ene or geers an additional emewhere the villagers teleable their efforts as Leon , mr. des the door Be aware dutentering this structure





mmediately adds eleven more enemies to the area. Additionally, the chainsaw maniae appears and goes after Leon via escrivery rate possible. Ladders are placed all over the building, giving villagers access to many points of the roof. Avoid in ring tac two-story structure until the villagers leave to keep the battle fairly easy, or enter the building to increase the accuracy.

Orace inside the house, move to the boolease on the west wall and push it in front of the boarded window to slow the ingression time. Handgun Ammo on the rear euplo and smash the barrels under the stairs to possibly obtain pesetas. Then head upstairs and

take the **Shotgun** off the wall. Use the knife to smash the glass cabinet and claim a **Hand Grenade**, take the nearby 1000 **Pesetas** and pick up the extra **Shotgun Shells** on the bed

By this point, enemies should be climbing the ladder as well as banging on the nearby window. Push the ladder down to prevent enemies from climbing in and blast the





encines trying to come through the window. The best course of aetion is to get out of this building by leaping through the upstairs window near the best. Barrie iding yourself in the more fortified house aeross the street would be a wise idea.





Kill That Chainsaw-Brandishing Psycho!

The chainsaw-wielding maniac is the toughest villager on the block, capable of withstanding several shotgun blasts and any number of handgun shots. But if you can bring him

down permanently, he drops
Gold Bars worth 10,000 pesetas!

The Southern House

Most of the doors on structures in the village are made of flumsy wood. However, the door to the back bedroom in the southern house is made of metal. A metal door cannot be sawed through and the villagers cannot beat it open so quickly. Therefore, the southern house is a great place to make your last stand against the onslaught.



Kick open the front door and move immediately to the left. Get behind the bureau and push it in front of the door. Blast a barrel to the left of the stove to hopefully obtain some type of ammo, and then head for the back room. The metal door is scaled shut by a padlock. Either blast the padlock off with the shotgun or kick the door repeatedly, positioned to strike the padlock with his foot. Three direct kicks on the padlock should be enough to break the lock and open the door







Grab the Pesetas off the bed, and smash the nearby crate and barrel for additional items as well. Use these scant precious seconds to recover from injuries and reload weapons. When the villagers begin banging on the metal door, prepare for breach. Either toss a grenade or fire the shotgun when the door bangs open, to buffer the crowd attempting to get inside

. ye on the Hens!

Avoid shooting chickens in this area and the next. If a chicken is allowed to remain in one spot long enough, it might av an egg. Eggs can be eaten to recover lost health. There is also a slight possibility of obtaining the extremely rare Gold Egg!



Walkthrough

As the Bell Tolls...

When the villagers abandon the Pueblo, collect the remaining items in the area. Walk to the top of the arched rooftop on the two-story house to find a Spinel In the tiny shack near the northeastern exit, the Alert Order file hangs on the wall. It seems someone has been following Leon's movements since long before he came here. When finished exploring and gathering, continue through the northeastern exit







The Blue Medallions

While dealing with the relatively few enemies present in this area, take the **Blue Parchment** off the tree to read a note concerning a sub-in ssion available during Chapters 1 and 2 of the game. By spotting and shooting the fifteen blue medalinons in this area and the

graveyard, the weapon merchant makes a bonus weapon available later in the game. Taking the parehment from the tree causes the in-game map to display the locations of all fifteen medallions. Seven of them appear in the farm area, and they are marked on the maps provided above





Inctical Advantage

Once enemies at the Farm spot Leon and begin to close in, enter the larger barn and wait for the enemy in the loft to drop to the floor. Climb the indder to the loft, and knock the ladder down. Defend yourself from sickles and axes they might throw, and keep tipping the ladder until all five enemies are gathered below. Toss a hand grenade down to the level below to take them all out!



Walkimensh

Treasures at the Farm



The Pearl Pendant hangs over the well behind the shack in the western edge of the area. Shoot the pendant to drop it within Leon's reach. However, allowing the Pearl Pendant to drop into the mucky well tarnishes the item and lowers the value from 10,000 pesetas to a measly 1000. First, shoot the rod holding up the well's lid, and then shoot the pendant to drop it safely onto the covering. This way, the Pearl Pendant can later be sold for full value

Beerstein's location can only be reached by navigating the upper level of the barn. Climb up the ladder into loft of the larger barn in the area. Then jump through the mopen windowsill onto a covering that spans over to building next door. Move directly across the covering from window and drop into the fenced-in area and smash the to obtain the Beerstein. While this item can be sold for twelv intle value on its own, the Beerstein greatly increases the when fitted with three jewels, found elsewhere





Tucked Around the Farm

Be sure to collect the Spine from the cabinet inside the large barn, as well another one in the crate inside the connected shed. Do not miss the barrel behind the shed near

the northeast corner of the area, which breaks apart to reveal an Incendiary Granada.





The Old Boulder Dash Trap

As the familiar signpost near the entrance indicates, the area ahead is full of traps

Proceed down the slope a few feet until villagers push a boulder off a cliff behind Leon

Rapidly tap the button displayed onscreen to sprint ahead of the boulder. Be ready to

press either ** or ** simultaneously to dodge out from in front of the boulder at
the last second



Time for a Little Payback

After surviving the rolling boulder trap, two villagers appear on the bridge above the path area. Move back up the slope, turn and fire at their heads to try and make them drop to the ground below. If you can avoid the weapons they throw, there is a very good chance of causing these villagers to drop pesetas or ammunition.







Sparkling in the Dark

Use the handgun to shoot the sparkling objects in the tunnel roof to obtain two Spinels. The bats in the cave should prove harmless, but attempting to slash them out of the air with Leon's knufe can be a bit of fun.



Mad Bombers

Proceed just past the end of the tunnel to the edge of a fence. Use the handgun to shoot a villager standing directly ahead. Once you have a bead on him, shoot him repeatedly to prevent him from tossing dynamite sticks in Leon's direction. If you can shoot him often enough to prevent him from throwing the live bomb in his hand, he blows himself up!

tomb-thrower inside the house can be best dealt with by firing the shotgan at the bomb in his hand. If you fire at the a just after the bomb is thrown, the shotgan blast should detonate the bomb right in the thrower's face, killing him

en related you spot

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in the large restolow him up





A second the south side avoiding the side of the post on the ground near the logs. Nove belond the house and quickly a mother man as he attempts to run past the conto the back room. Shoot the two men in the smoon of the bombed-out house, then smash the coto obtain items and collect the Hand Grenade in a know

More Traps in the Shed

The dilapidated shed northeast of the bomber's house is booby-trapped with a bear trap and a tripwire. Be sure to

check the shed carefully before entering, just in case the bombs were not already tripped while fighting other enemies in this area.





Up a Tree

Approach the house at the back of the area, and use the C-Stick to angle the camera upward. Shoot the bird's nest in the tree outside the house to cause a **Red Catseye** to fall to the ground. The gern alone is fairly valuable when sold. But, when combined with the Beerstein, the two together become worth much more than when sold individually

House of Confinement

Mrs. he pad, alcon the door repeatedly to break it off, and enter earefully. Collect the Handgun Ammo on the table and Profacilities object, and then use the nearby typewriter to save if needed. Step into the corridor and look to the right

rpot a tripwire strung between the walls
wher tripwire stretches across the next

Be sure to detonate both bombs from a
mee before proceeding





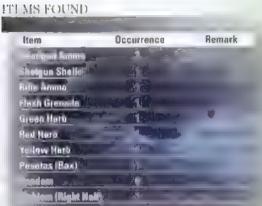
Take the 1000 Pesetas on the table and the Green Herb in the cabinet, then push the bookease aside to uncover the entrance to the adjoining room. Examine the armoire at the back of the room to meet Luis Sera, and the frightening village chief shortly thereafter.





CHAPTER 1-2

VALLEY





Breaking Continement

2.0 a 3.4 m g scenes last as Leon and Luis are getting aequainted, a gruesome executioner staggers into a constraint from the prepared to press a certain combination of buttons the instant they appear

h s, the regressions and leaves to break free

A Handgun Ammo on the shelf and Rifle Amno next to the typewriter in the without the building and follow enterious figure to the alley behind the







Mysterious Merchant

** veryone in the village is hell-hent on chopping Leon to pieces

** villagers still value the almighty dollar over maybem and

d these persons gladly offer to self items, weapons and

no apprades in exchange for the pesetas Leon collects throughout

senting the Merchants also buy valuable treasures from Leon, such

to or the Pearl Pendant. Avoid selling combinable treasures

to the Recristent and the Catseye jewels before combining all the

to make the most valuable treasure possible. Refer to the Key

thus and Treasures chapter before selling incomplete valuables for

segmency than you could get later



complete list of items for sale by the merchant is

the first confidence System and Strategies chapter

the discontinuous tree to purchase the treasure map

is first confidence to purchase the tre

Holster It, Junior!

When a merchant is in the vicinity, take extra care in aiming your shots. Merchants can be shot and killed just like other villagers, except there is no benefit in doing so. Once a merchant is shot, he never reappears in that location for the rest of the game. Essentially you shot yourself in the foot and cannot shop in this location anymore!

Sniper Strike

ingly smash the barrels around the house by and garner other Items, and then move is a like partially-broken section of wall to be aght of the gates. Aim the rifle through two large gaps in the wall and snipe the





eacts on all levels of the platforms beyond the confinement building. Use the C-Stick to zoom in on enemies, and zoom to a we the scope sight more quickly. Be sure to hit all enemies in the head, and take out the persons patrolling on the opening levels farthest from your position.

Sell Back the Rifle

The rifle is not necessary again until Stage 2 of the game, or Chapter 4. At that point, a better rifle goes on sale anyhow. If you like, sell the rifle back to the merchant behind the confinement building. A small amount of money is lost, but at least you cleared the area!

Blasting Through the Valley

While sniping the villagers positioned on the platforms surrounding the valley, there's a strong possibility that a villager standing near your position might hear the shots and attack. If this occurs, then simply allow the villagers to come through the gate and take them down as they approach. Otherwise, once you assassinate every villager visible beyond the wall, stepping through the gates triggers the appearance of the next set of foes. Many of the initial enemies toss dynamite sticks, so try to detonate the explosives in their hands with the shotgun.





The best tactical position in the valley is the raised middle bridge in the area. While standing of the bridge, one shot with the handgun knocks an enemy over the edge for an instant death

Be aware that going for the Emblem (Left Half) located on the raised ledge to the south triggers the appearance of another enemy group. Use the exploding barrel to decimate their numbers and escape with the Emblem portion by jumping over the side of the cliff



Rooftop Advantage

The building nearest the exit makes a good standoff position, since you can knock down the ladder and lob hand grenades over the side of the roof to take out crowds telow.

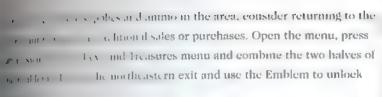


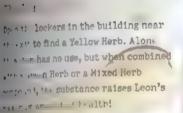
Combining the Emblem Portions

Once the coast appears to be clear and the threatening music subsides, approach the building where the Emblem (Right Half) is located. This building is really hard to fight in, and so it is better to wait until all the enemies are drawn out and dispatched Otherwise, look through a window and toss in a grenade if you spot any enemies. Then climb the ladder in the main room of the building to the roof, and open the red chest to obtain the Emblem (Right Half)













Walthre







Too Quiet...

Search the outdoor areas for items, then proceed through the double doors and the next door. After gaining the attention of the villagers in the twisting corridor, allow them to come through the doorway single file to make them easier to pick off



Battle Lines

t outmine through the winding corridors until you reach a dead-end with two windows. Leap through the window on the left, which should cause been to roll to a position behind a metal dumpster directly across from a fortified enemy line with dynamite-tossing enemies. Press 🦚 to cronich belyind the dumpster to avoid bomb blasts, then ruise up to shoot at foes







When enemies stop entering the room, search the ground for hear traps and shoot them with the handgun to set them off. Open the oven doors to find Handgun Ammo and a Spinel. Smash the barrels in the back corner to find additional items. Watch out for the hear traps set behind the enemy sandbag pile as you make your way to the door.





Chamber of the Mask

Inside the room where water puddles, use the knife to slash away the boards covering the window, Jump through the opening to an enclosed room and take the Elegant Mask from the wall. The Mask can be combined with three jewels found elsewhere in the stage to morease its overall value.



R.dimentary l'ishing

This should the area. Drop over the side of the platform into the water below to find Handgun Ammo, a Flash





Chapter 1-2

VILLAGE CHIEF'S HOUSE



Traps and Trinkets

s then belind the well opening and snipe the closest
I with the handgun. The other two are positioned
riknowingly under a tripwire bomb, so shoot the
type to blow them both up simultaneously. When
positioned to claim the rewards dropped by the





Nearby is another smelly open well with a piece of jewelry dangling above it. Shoot try rod to drop the well cover, then shoot the hanging piece to obtain the Brass Pocket Watch Check for possible items inside the shack, and then make your way carefully up the path to the double-story house

House of the Big Cheese

Ascend the back stairs into the house and examine the door. Move the green insignla up and then left to open the door

Search the bedroom and take the **Note from the Chief** message from the bed. Open the armoire to obtain 1000 Pesetas, and open the desk drawer to collect **Handgun** Ammo. The box on the nearby dresser contains the **Insignia Key**. Open the door to the corridor to experience another nasty run in with the chief







VILLAGE CHIEF'S HOUSE



Quek R.pt.

to the mandational scene plays A to the fredroom door again. Open the cabinet at the south end of with obtain a Green Herb



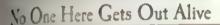


Head downstairs and check the portraits for revealing clues. Use the typewriter if desired, and smash the glass cabinet in the back room to obtain an **Incendiary Grenade**. 1000 Pesetas wait in the nearby hutch. Open the oven door in the kitchen near the front of the house to obtain a **Brown** Chicken Egg

Occupado!

Avoid entering the bathroom on the lower level under the stairs, because a villager who had to use the facilities won't be pleased by your interruption.





ention of a small group of

to, including a chainsaw
and psycho, Lead this tough

to back made the house

at with the others, into the

confines of the stairs and

record floor corridor, so that





searches without getting surrounded. The claimsaw man drops a valuable Ruby upon dving

Returning to the Pueblo

Fight the villagers along the path leading back to the Pueblo. There are two bird nests in the trees along the path. Shoot them both to obtain a **Spinel** and **TMP Ammo**. Check in the cabin for an item, and unbar the door at the end to reenter the Pueblo.





The Pueblo has no new items, so make your way through as quickly as possible to conserve ammo and recovery items. If you prefer to make a stand instead, move into the house to the left of the entrance and blast groups of enemies as they enter. Otherwise head straight for the door marked with the insignia on the building on the east side of the Pueblo. Unlock the door with the Insignia Key and enter



TUNNEL

ITLAIS FOUND

Item	Occurrence	Remark
محا مبوارية	March 1	
Mallety		
inden.		
		plant .
Anna Manda		7

The Hatch in the Back Room

Collect the Handgun Ammo on the sideboard and use the typewriter to save the game if desired. Smash the barrel in the back room to obtain TMP Ammo and shoot the lamp overhead to obtain a Spinel that drops to the floor. Be advised that the lamp explodes into flames when shot, so be sure to stand back





The Merchant's Tunnel

Open the floor hatch and drop into the tunnel below. Shoot the lamp hanging over the watery pool to darken the area, revealing two more Spinels and the Elegant Headdress, a very valuable piece. Continue

into the next cave to encounter another merchant. Purchasing the TMP machinegun pistol might be a good idea, since new tune-ups are already available for it







What a Crow Garners

Hard Great of the crows are perched on tombstones on the edge of the cemetery, and they too can be shot to obtain the tree crows are perched on tombstones on the edge of the cemetery, and they too can be shot to obtain the tree crows are perched on tombstones on the edge of the cemetery, and they too can be shot to obtain the tree crows are perched on tombstones on the edge of the cemetery, and they too can be shot to obtain the tree crows are perched on tombstones on the edge of the cemetery, and they too can be shot to obtain the tree crows are perched on tombstones on the edge of the cemetery, and they too can be shot to obtain the control of the cemetery.

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The Headstone Caretakers

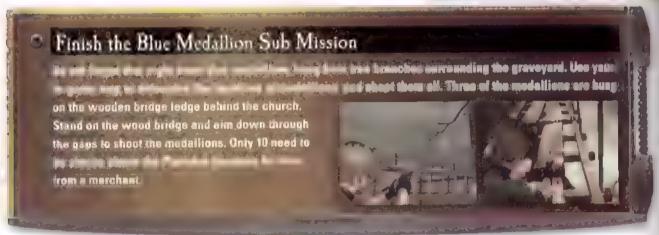
 $\mathbf{e}_{\mathrm{FF}} \in \mathbb{N}$ to wooden doorframe or shooting a weapon near the east end of the path leading into the graveyard draws $\mathbf{e}_{\mathrm{FF}} = \mathbf{e}_{\mathrm{FF}}$ (wonain villager standing nearby. Take out the two villagers that hang out in the east part of the cemetery,





then search the shack in the corner of the area to obtain Handgun Ammo and other randomly-determined items. Proceed up the road to the side of the gravestones until spotted by the trio hanging out in front of the church. Use the handgun to shoot the two that run ahead until the one that throws dynamite eatenes up. Then use the shotgun to shoot the dynamite in his hand, and blow up all three at once





Symbols on the Dial

Check the three double-grave tombstones in the cemetery, marking the burial places of twins. Each monument bears a unique symbol. Keep these three symbols in mind, and move along the east alley behind the church. Take down the villagers guarding the back area by shooting the one who tosses dynamite, and examine the raised pedestal.





The Green Catseys is booked within the pedestal. To unlook it, rotate the dial and earise three of the symbols to glow. The three so the resemble the symbols of the twins' tombstones in the cemetery. However, the dial can only be rotated three or four spaces, making it difficult to letty ite the three twins symbols without activating other symbols on the dial. There is no one way to solve this puzzle. You can keep turning the dial until only the three symbols are lit. One sure method to describe how to aght the correct three symbols is detailed below.



Turn the dial repeatedy in three space increments until aver symbol on the face is lit



Then turn the dia in four space inclements until only two of the twins symbols are lift.



Now teen the dial three spaces to hight trie his leans, sym The pedestal should unlack and iol you take the stone

Tesco digen that his into the Beerstein, increasing the value of the whole dust one more gem to go

Two Trai salissions

to the first of the southers of the church triggers a result between Leon and Hannigan, but heading past the could down the southeast path triggers an even funnier on the sure to head southeast before checking the







Around the Wooden Ledge

With no means of ingress into the church, follow the southeast path to a wooden ledge that continues into the next area. Villager enemies can be shot and kicked off the edge to die in the waters below, but this reduces the chances of obtaining items from them

One of the crates in the shack standing on the wooden ledge contains a snake, which leaps out and attacks Leon if he is too close. Hereafter, it's saler

to start shooting barrels and crates from a distance with a handgun than to use the knife to break them. Snakes drop the various types of Chicken Eags upon death, so be sure to shoot them.





Read the Closure of the Church document on the table to determine how to get inside the parish. Then continue along the wooden suspension ledge to the next area.

QUARRY





Blast the Flock

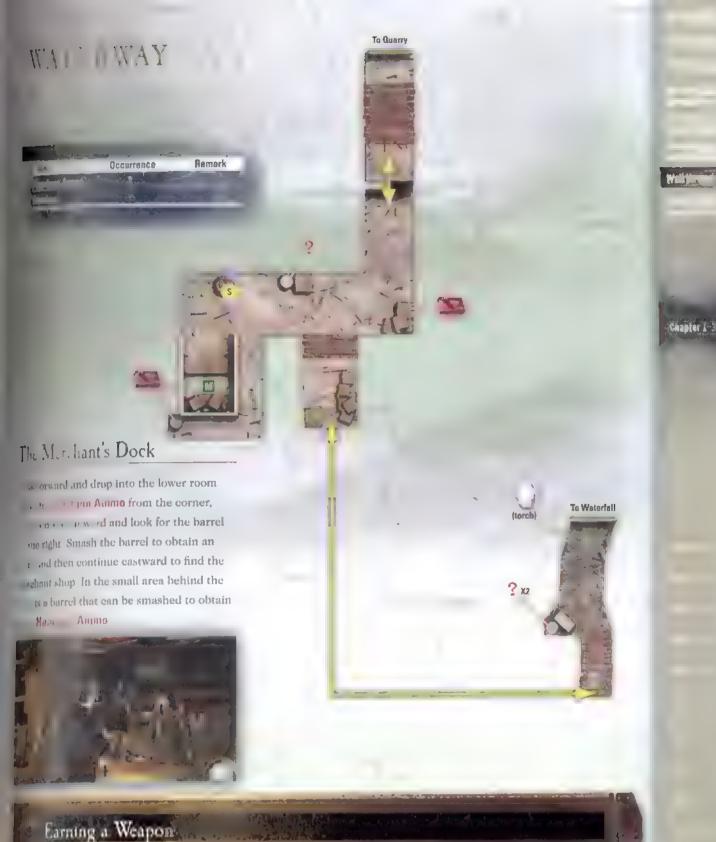
Walk through the doorframe into the wider area to spy a flock of crows feeding in the quarry. Toss a hand grenade or fire a shotgun blast to take out many at once and rake in the pesetas and items. If any birds escape, leave the area and return to reset them to the initial positions. Then you can pick off more and claim more rewards

Shiny Ores

Search the small shacks to Handgun Ammo and other items. A Spinel lies on the cart parked near the northwest wall, and another can be found inside one of the buildings. The roaring from behind the massive double doors cannot foretell of anything good.

Before continuing east, be sure to visit the merchant behind the blue doors down the stars to the south of the exit





If you eliminated more than 10 blue medallions by this point, the insochant offers the handgon for free. While weaker than Lenn's normal weapen, it fires bullets through multiple targets at ence and its Firepower can be ungraded sufficiently in a single tune-up. Trading in Leon's default

can be appreciated sufficiently in a single tune-up. Trading in Leon's default weapon isn't a had idea at all. If you're not interested in the Punisher, then



SWAMP



Outrun Another Boulder

Collect the items possible in the cabin on the right, and then continue down the path past the warning sign. Villagers send another boulder rolling after Leon. As before, tap the correct button rapidly to sprint down the hill, and then press the button combination displayed onscreen to dodge out of the boulder's path. Having successfully dodged the boulder, turn around and aim high on the cliff side to spot a Spinel, and shoot it loose

Take Them Out with Tripwires

Proceed east until you spot the start of a wooden platform built over a small swamp and the enemy positioned before a tripwire a dozen yards away. Shoot the tripwire to blow up the enemy. There are also enemies standing near tripwires down in the muck to the left and the right, about twenty yards away









Tragering Villager Appearances

the back of the first dock or into the cabin on the right
af encuries to enter the area from the west. Head back
thorn to meet the oncoming group. Shots may cause
the edge of the platform to fall in the water, and you
try to kick as many enemies as possible over the side

This way, you have only a few enemies on the platform to

1 of a (18):





When the first group is dealt with, move back toward the cabin or the east end of the platform to trigger the appearance of the next group. Don't forget to hop down in the water at some point and head back toward the west edge of the swamp area to find a **Hand Grenade** carelessly discarded on the embankment

Water Marcasins

the waves of assault from the east are dealt with, enter the cabin the crates and barrels to obtain items. One of the crates to dealt items, one of the crates to dealt items, and the crates are caution and shoot twice to fall the crates damage. A few other water snakes swim to point the crop can be shot to obtain various types of



Swamp Treasure



Drop from the west platform and continue through the murky waters to the east platform. More enemies should spot you as you make your way around to the stairs on the north side. Deal with them in the most efficient manner possible, and then ascend onto the second platform. An **Incendiary Grenade** rests on the bench. Shoot the bird nest out of the nearby tree and then go fishing to find a valuable **Antique Pipe**

Getting Out of the Swamp



Head east along the second platform until you reach a tripwire bomb. Standing near the bomb, aim for the villager standing by shack a dozen feet away and shoot him to get his attention as well as that of another man inside the building. Back away as the two approach, allowing them to walk directly into the tripwire

Collect the Handgun Ammo in the cabin

dets to break it open. Continue toward the exit. If you not seen too many snakes in the water, it is because they clustered near the exit. Shoot them to obtain Chicken to see if you are low on recovery items before proceeding



LAKE

ITEMS FOUND



Feeding Time

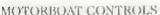
Ascend the slope, ignoring the path on the right. Continue to the top of the rise until Leon spots two villagers feeding a little live bait to the local mutant marine life. After the scene, turn from the overlooking ledge and search the grass below the tree on the right to find a Red Herb





Board the Boat

Head back down the slope and take the path south. Shoot a bird nest in the first tree on the left to obtain a Gold Bangle with Pearls. Check in the first cabin on the right to obtain Handgun Ammo and a Yellow Herb Continue to the bottom of the path and check the cabin near the dock to find a Green Herb and a much-needed typewriter. Save your game, then go out to the boat dock and board the motorboat. Drive the boat southeast to trigger your first encounter with a horrific boss monster.



Control	Action	
Thumbstick or 🛖 Up	Accelerate forward	
Thumbstick or 💠 Down	Reverse	
Thumbstick or 💠 Left	Turn left	
Thumbstick or 🔷 Right	Turn Right	
Button	Ready Harpoon	
Button	Throw Harpoon/Embark or disembark	



EL LACO

the last dweller. El Lago drag the matter toward floating the matter toward floating the moneyon desired floating the money desired floating the moneyon desired floating the money desired floating the moneyon desired floating the moneyon desired floating the moneyon desired floating the moneyon desired fl



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hing gets quiet suddenly, pick approaching. P

round Leon's let. During the es.



The IN

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chapter two

At night, the villagers sometimes show their true form when their heads are blown off. Avoid trying for too many head shots or los Plagas start making the game a real nightmare

Torches now light most greas in the village. If a torch is shot enough times or damaged, it goes out. Areas can become almost too such navigate if too many torches are destroyed, so avoid damaging or shooting light sources if possible

CHAPTER 2-1



Leon Awakens

Collect the items in the lakeside cabin. including the Anonymous Latter file on the bed Exit the cabin, board the motorboat and pilot the eraft toward the blue torches across the lake. A merchant runs a shop inside the Lake Cave, and there are several items to obtain around his stand. Details in the following section describe their locations.





To Waterfall

Anonymous Letter



Option to Explore

Do not head back toward the church without an essential key item located at the waterfalls south of the lake. However, if you choose to pilot the boat back to the northwest shore, new items can be obtained in the cabin by the dock

Proceeding up the path, Leon encounters Colmillos, or dogs

e tentacles. The best way to deal with multiple Colmillos is with to meendary grenades. Two appear in front of Leon, and two



LAKE CAVE



Multiple Items Around the Shop

get t and shoot the barrels. The control of the state of the state of the blazing state. For the cast platform to obtain a





Move to the left of the shop and push the eargo out of the way. Shoot the barrels to clear the path and obtain items. Another one of these barrels contains a snake, so shoot from a distance. Behind the shop, climb the ladder up to the rooftop.

Push the eargo out of the way and shoot the barrels. The second barrel contains the **Green Gent** that combines with the Mask for greater value. Drop through the hole in the roof into the merchant's shop to find **Rifle Ammo**. Speak to the merchant from inside the shop if desired. The merchant offers new tune-ups for the Handgun, Shotgun and Rifle







SWAMP

ITEMS FOUND





Little Happening at the Swamp

A few enemies are positioned in the actual swamp area, but not many. The majority of foes wait at the top of the slope near the entrance to the quarry. Break the containers inside the cabins surrounding the swamp to obtain ammo and randomly determined items





Chapter 2-1

Witness the Emerging of Las Plagas

to area, Leon witnesses a viltager who reveals Las Plagas

to a parasite emerges from a viltager's head, damage to other parts

to body is reduced to 1/3 of normal. The best way to damage Las

to be by shooting the emerging parasite. Using a Flash Grenade

a semerging parasites immediately. If you're out of grenades, use the

to all them more efficiently. Avoid trying to inflict too many

shots to viltagers so that Las Plagas do not emerge too often

Stri villager der skrins rigite scene de hold MS with 500 c

SETIS



Crossing the Flow

Jump across the dam platforms and follow the south bank all the way to the end Break the barrel to obtain a Hand Grenade Backtrack a few steps and hop across the running water to the north bank



Climb down the rope and kill the villager standing on the platform. Climb onto his platform to obtain Handgun Ammo and shoot the barrel for another item. Shoot the glittering object in the clift wall to the right of the rope to obtain a Spinel.

Creating a Makeshift Bridge



Move to the east end of the bank and shoot the chain suspending the eargo box. With the box floating in the water, Leon can now jump to the center platform

Move up the central platform to see a cave behind the waterfall. Somehow the water flow must be stopped in order to pass through. Shoot the glatform objects the beam above the falls to obtain the **Amber Ring**. Climb the platform and shoot the barrel to obtain a **Green Herb**. While on the platform, shoot the chains holded the two boxes rotating on posts nearby to drop them into the water. Now the sour bank can be reached by hopping across the boxes.





Diverting the Water

On the south bank, shoot the barrel under the mechanism platform to obtain a item. Climb the ladder and pull the lever to stop the water flow. Hop across the boxes to the center to trieger the appearance of villagers. Jump back across the boxes to the south bank and shoot them as they try to hop across in pursuat One shot, and enemies fall into the water and die. It's too easy.



Move up the center platform into the cave under the waterfall. Take the Round Insignia from the wall to reveal a secret passage. Follow this passage to a dock





WATERWAY



Convenient Transport

Spirel and destroy the barrels next to the ck to obtain some randomly determined at the boat for a free ride to the



QUARRY



Quarry Horror

was the barrels near the west entrance to out one Herb and Pesetas. Proceed into class across the brutal entrance of the classical El Coganto."







EL GIGANTE

If you saved the wolf in the first area of the game, the hithful friend reappears and barks to distract the monster.

lementines this works iometimes not. While Mastantu in doing after the wolf, shoot it from the side or behind.

Try to keep the monster from destroying the

hacks in the south part of the arms so that you can enter them safely and obtain image after the burns of the to their the sharks during the headle life little with the allignic find gould them milition demogram in the sale like Mill McGligerye Committee Look and he would be

Options menu and choosing the "retry" selection.



- lie the THE PARTY OF THE P Giand) The state of the s THE RESERVE OF THE PERSON NAMED IN COLUMN TWO IS NOT THE OWNER.

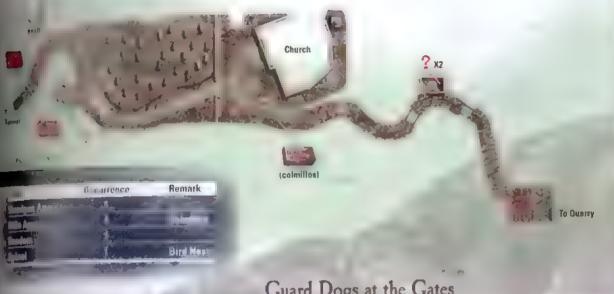


When a certain amount of the little of the l doubles over in pain and it and the brook Ranks in the splayed to slash at the parente bed said to the three the Gold Bark and to 15.000 pesetas.

Witch out when El Gigairte lowers his shoulder and charges, roll to mind d swings it. to avoid the page is a special to a special transport of the special transport of transport manufaction of the contract of and contain as little damage as



GRAVEYARD



Guard Dogs at the Gates

Proceed along the wooden ledge, collecting new ammo and other items from the shack on the side. Proceed up the path and use grenades to take out the Comillos on guard duty at the end of the fence. One of the mutts drops Rifle Ammo



Unlocking the Church

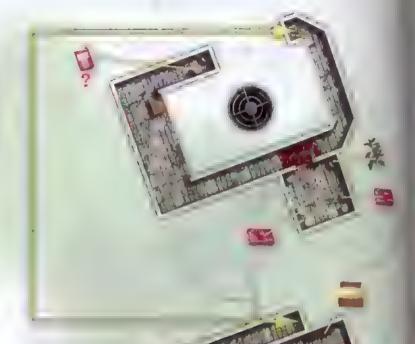
Take a moment to gather items from the rest of the cemetery, such as the Handgun Ammo in the shack at the southwest end of the gravevard Shoot the bird nests on the path leading to the tunnel to drop a Spinel and Handgun Ammo. When finished procrastinating, use the Round Insigma to unlock the front doors of the church and enter



CHURCH

ITEMS FOUND







Wealth of the Parish

Approach the dais and check the altar. On the shelf to the left is a box of 3000 Pesetas. Narrow passages run along the outside walls of the

church. Smash the barrel in the narrow south passage to obtain a Flash Gronade. Climb the ladder in the north passage to the balcony above.



Chandelier Swinging

Stand at the center of the upper baleony and jump onto the chandelier. When the fixture swings toward the southwest wall, jump off to the other side. Move around the north side of the upper baleony and smash two barrels to find a random amount of pesetas and an Incendiary Grenade.





Unting the Colors

the control lights located on the balcony. The three the adjusted to form the pattern in the center insignia. Rotate ..., the green lens three times, and the blue lens once. Then choose option to mix the colors and form the central insignia. The bars

Extreating the Subject

to beleasy room to meet Ashley, the President's daughter and subject of with Hannigan sends Leon Playing Manual 3 to show him how to lead a safety and work together

the harrels around the room to obtain ammo, money and a **Green Herb**, then add Ashley to the ladder on the north side of the baleony and jump down to base of the ladder and press to eateh her. Then lead her toward the at the state of the ladder and Ashley encounter cult leader Osmund Saddler, and are to the state of the state of the state.





Walantrong





CHURCH

Church S deyard

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us FUUND

Remark

GRAVEYARD



Burn the Wagon

Proceed through the gates until Ashley points out the barrels on the wagon. Shoot the barrels to set them aflame and make the eart roll downhill, exploding on impact and wiping out the crowd of villagers below. At least two boxes of Handgun Ammo are dropped in the earnage. Rolling the burning eart should leave just one or two additional villagers standing, so take care of them







ITLMS FOUND

Item	Occurrence	Remark
Handgun Ammi	and the same of	
Random.		
pinel	1	
T. 1		-

Merchant Update

The merchant now sells the Red9 and a stock that helps keep this powerful firearm steady between shots. New tune-ups are available for the TMP, the Punisher and the Red9 Before purchasing the Red9, consider that it is 2x8, taking up the most room in Leon's case. While the weapon is powerful, the foreign old-style magazine takes forever to reload



RETURNING TO EL PUEBLO

*** on, and its and shoot the crate in the hollow to reveal Handgun arms . A crare the house Make sure Ashley's out of harms . The first ever the trapdoor again to obtain yet another



PUEBLO



Return to Scary Town

the there are extremely few enemies now dwelling in the Pueblo compared revious encounters here, there is a high chance that an enemy's parasite that emerge if shot. Try to reduce the chances of fighting too many Las as by aiming for the waist or other parts



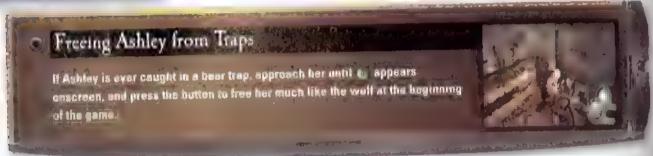
The barrie ide options are available once again in the two-story building as well as the reinforced one story to the south. Use the buildings to help protect Ashley and narrow the enemies' path of advance



Collect all the new items in the Pueblo, including a **Spinel** in the top level of the watchtower. Head for the northeast



exit, where several enemies block the path. Advance toward the exit carefully, shooting the nar bear traps set on the road so that Ashley does not step in them.





Clearing the Farm for Ashley

to be a controlled pen red container and press to make Ashlev Inders two two want her to exit her hiding spot and continue following to whistle for her. Kill the enemies in the area and spring all the continue following the calling for Ashley, so that her health is not in jeopardy

with 3rd Party collect the new stems at the farm and use the loft in the custategic point to defeat multiple enemies as they gather below. Just



coverage positioned in the northeast area, who will elimb the ladder by the attached shack and enter the cof the barn from the open window in the loft





Time for a Piggyback Ride

Jump through the southeast window in the upper level of the barn, and cross north to the roof of shed Shoot the villagers and bear traps positioned near the tall double doors. Drop down and break the crate and barrel inside the shed to try to obtain items

Call for Ashley to come out of hiding and join you. Approach the northeast gate and perform a "piggyback" to lift Ashley over the barrier. She unlocks the gate from the other side





BARRICADE CABIN



Prepare for Assault!

Visit the merchant on the path and tune up weapons as much as possible before proceeding. Move along the bridge until Leon receives a call from Hamigan. After the transmission, leave the area and reenter so that you do not have to tune up weapons all over again in case you must restart the game.





Night of the Living Villagers

Cross the bridge. Leon barricades himself and Ashley in a cabin with Luis Sera. However, this won't stop the villagers from trying to break into the cabin and kill everyone inside. Luis helps Leon fight the enemies that break into the cabin with his own Red9. Occasionally Luis tosses out ammo or recovery items, so stay close to him

bookenses in front of the three downstairs windows to slow the ingression.

Shotqun Shells on table and the Red Herb in corner A Yellow Herb rests for af the fireplace



When enemies finally break through the window planks and bash through the bookeases, stand at base of stairs



and shoot enemies as they pour in through the windows. When the action gets too intense, or when Luis says so, move upstairs and shoot villagers as they come up the steps

When Does It End?

According to the game's producers, forty enemies must be killed before the villagers give up and walk away. So keep blasting till the cows go home!

Take it to the Next Level

Indders to the second level. Run around to the four hocking down the ladders while Luis pours on lets. Stop and fire a shotgun blast when necessary to down enemy groups or to topple enemies trying to accept the windows.



If you're fast enough, the enemies trying to climb ladders can be prevented from getting into the second level and overwhelming Leon and Luis. They then resume trying to enter via the first floor, and they come up the steps. Pick up the various grenades on the upper level and use toss them into the clusters attempting to come up the stairs



BARRICADE CABIN





The Coast is Clear...

Pick up any items remaining inside the cabin and exit. The merchant has moved to a position east of the house. Enter the shack next to the merchant and pick up the document next to the typewriter, entitled **Two Routes**. Check the two woodpiles behind the cabin to find handgun and TMP ammo



Which Route?

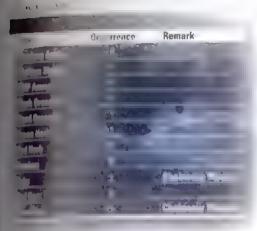
Two toutes run cast from the cabin. Open the route of your choice by moving the lever of the stockade device. Push the lever left or right. The 'left' path goes to the Barrier Station, where Leon faces off.

against psychopathic chainsaw-loving dames in a gruesome arena. The right path leads to a passage dominated by another El Gajante.





BARRIER STATION



Cattle in the Corrals

he wagon loaded with barrels to wipe

greeting party across from the entrance

wal—hide in the red container on the

al—ci i—caround the corner to deal

action alour or five enemies near

action alour way to the back of the

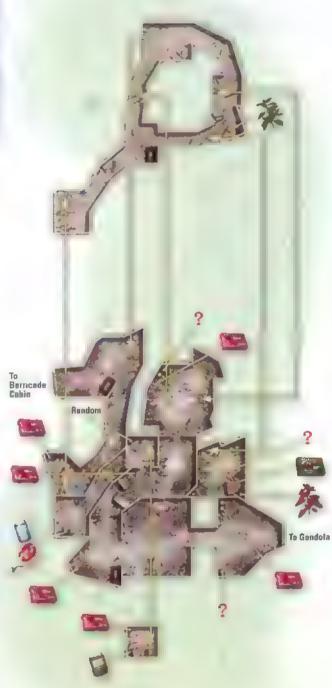
apaster is saithe barrel to obtain

down Ammo Make sure the enemy on the

hove is dead, and then press to whistle

ley to come along





Climb the ladder and move along the upper level to another red hiding container, and make Ashley hide in it. Kill the three exerges hanging around the upper part of the level. Move east along the upper level and smash the barrel in the corner to obtain a Green Herb





To the right of the Green Herb's locations ladder. Drop off the south side of the plans into a small area. Smash the barrel to obtain TMP Ammo and take the Shotgun Shel's off the nearby mine cart. Smash the lagrest behind the mine cart to obtain. Red Hero

Chainsaw Gladiators

Climb back up the ladder and drop into the circular pit. It's an ambush! Two women with chainsaws and several other villagers drop into the pit as well. One of the chainsaw hags carries the Camp Key around her neck, so you must defeat her to get it. The other hag can be killed to obtain a Ruby



The best strategy is to get out of the pit as fast as possible and kick down the ladder behind you. Then take

a position on the narrow section of platform west of Ashley's hiding spot. This way the enemies have to funnel toward you from the front, and you can cut them down

After killing everyone, drop back into the pit and use the Camp Key

to unlock the door bearing the insignia. Smash the barrel in the northwest corner of the pit to obtain **Handgun Ammo**. Whistle for Ashley to come along, and then proceed into the next area.



Gathering a Few Items Between Onslaughts

Smash the erate next to the wooden door around the corner to receive Handgun Ammo. Enter the small building to the right and drop through the floor hatch to the cellar. Collect a Hand Grenade and Handgun Ammo, then climb out





Return to the upper level and smash the boards off the window to the south. Move through the narrow passage and smash the two barrels at the end to receive a Flash Grenade and the Red Gem for the Mask. Avoid shooting the barrels, or you may attract the attention of the giant mobnear the area's exit.





The Last M h

to asle finde Ashley in mer, and then toss

lex to take out the crowd

Retreat through



est to take out or stun groups of enemies. Switch between

the coast appears to be clear, head back toward the exit and make sure ate no dawdling villagers. Then smash the barrel across from the hiding by daya Ammo. Lead Ashley toward the exit, unbar the gate exed to the gondola area if you wish. Or, head back to the cabin and the right stockade to follow the other route.





OTHER PASSAGE



ITEMS FOUND

em	Occarrence	Remark
pagen Amer		
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endiary dra		
estes (Bex)	The state of the s	Sand.
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unio Com	THE PERSON NAMED IN	
d Kar		_

To Gondola

Pursued By A Giant

El Gigante that follows Leon and Ashley into this area optional boss. If you do not wish to risk Leon's and he health, then move as quickly as possible through area and grab the Old Key from the second house in the other lise it to unlock the east door and escape

re without

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for way, there is

the work to do!



Treasure In A Bucket

If the opportunity affords itself before you have to flee the area, shoot the shiny object out of the bucket suspended over the second shack in the middle section to obtain the Purple Gem.



EL GIGANTE

Before even considering taking on another hi Citianta, sepecially in this area with Ashley is tour make sure reliance a few Flash Granades on hand. Decide beforehond how to fight the battle. If obtaining a plethors of incoming and money is important, then try to fight the assessment in the first section and do not allow if to seems the chash in the second section of the passage. If the items are not

important, then break through the doors between each area needed to avoid built grabbed or hit by 181 Gigante



toulder were on a weak platform. Inch up a few many behind the boulder's position. When the remarks require to humber decreased many proved to the left and shoot the platform has been made to be bould will be bettern the left and should will be bettern the left and should will be bettern the left and should will be been about the best the population of the presture repeatedly to weaken it.





The three chains beking the doors between each section require our kicks with the first the first in a faster method. The quickest way to break through the basis 14 to fire the TMP and out right upward through all three chains. Then the door down and head to the next area.

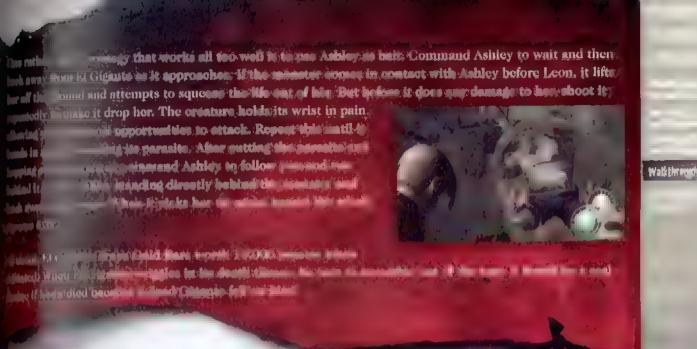
dividing the area into sections. Even though it can

being at the parasite. Others allow for an opportunity to fill it









GONDOLA

tem	Occurrence	Remark	1
igun Ainme			
Skell	观 皇		
Amina	38377		
71	1.35		
ah Grananini	10 May 194		
and describe	P. Carlot		

Warning of Things to Come

rever door you enter, make your way to the usouth of the merchant's location. Take the rindgin Ammo from the trasheans outside the and go Inside. Use the typewriter if needed, collect the Village's Last Defense document on

er in back
er in back
the villager
and is cooking

and is cook

der to obtain Les Animo





Chasm Crossing

Examine the village's exit. Leon needs
Bitores Mendez' left eye to open the cate
Head up the slope to the gondola that
conveys travelers to the north side of the
gical gorge. Before bounding smash the
barrel in the northeast corner to obtain
Handoun Ammo





While riding the gordola, weapon throwing enemies hop onto lifts at the next station. As they approach on the right, shoot their seasitive can throw their weapons or shoot their weapons out of the air. The TMP works best in this situation, and it also helps to coming





Ashley to wait near the back of the gondola. Encines a positioned at stationary positions along the chit white a left, but they will not attack until your gondola gets with very close range.

Station North

Enter the gondola's control booth, proceed to the back room and open the two lockers to obtain Handgun Ammo and a Flash Grenade Lyit the booth and descend the first flight of stairs at the eliff's edge Command Ashley to wait before going into the nearby cave Have a hand grenade or incendiary grenade ready when entering, and throw it at the villagers guarding the entrance







Jump over the sandbags and proceed to the back of the cave. Climb the ladder gashoot the villager on the upper level. There's a chest at the back of the sacrifical chamber containing the Yellow Catseye, the third and final gem that fits into the Beerstein, increasing its value

Return to the stairs, command Ashley to follow, and descend to the bottom Follow the path to meet up with another merchant

Collect the Shotgun Shells and TMP Ammo resting on the boxes next to the merchant. This is another moment when you should time up weapons as much as possible and make sure Leon has plenty of recovery items. Purchase First Aid Sprays if needed



TORTURE SHED



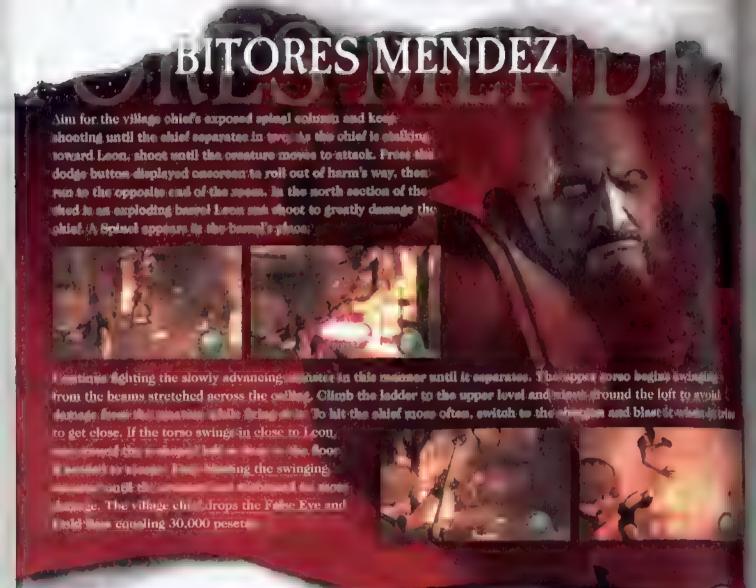
Confrontation

on ley down the path and approach the so shed Leon leaves the girl outside while the the hudding, anticipating some kind about Unfortunately, none other than the ce thief himself greets Leon. During the the ready to press the two dodge buttons and displayed onscreen to avoid instant death!









Exiting the Village

Taking the village chief's False Eye causes a hole to break open in the side of the torture shed. Leap through the hole and command Ashley to follow Leon out of the area. Return to the gondola and ride back to the upper station. Approach the village exit and use the False Eye to finally leave the village.





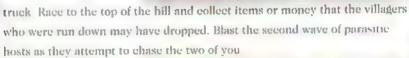


Hard Road to the Castle

* Shoot the driver to avert disaster, and then run back toward



Vullagers pour from the back end of the wrecked



Smash the barrels on the first overlook

*ant near the drawbridge's entrance to obtain Handgun Ammo and a syntuction or type called Velvet Blue. Then continue toward the *awbridge to complete Chapter 2



Chapter 2-3



chapter three

Parasites emerging from cultists' neeks in the castle stage are different in appearance and attack manner. They no longer have media, range whip tentucle attacks. However, if a Plaga body gets close enough, it performs a fatality move that chops Leon's or Ashless accelerantly. Late in Chapter 3, parasites change form again, gaming the ability to spit acid and separate from the host had. These Plaga scuttle across the floor like huge spiders, but they can be easily killed by a single attack, with the antic for a stroke.

The eastle is swarming with enemies and traps. Use grenades liberally as needed to thin crowds

CHAPTER 3-1

CASTLE ENTRANCE

ITEMS FOUND



Preparing for Siege

Smash barrels and crates in the courtyard to find pesetas and refill weapons. Shoot the crates in the upper east corner of the area

behind the shop carefully, because one box contains a snake. The red box in the alley east of the shop building contains **Gold Bars** worth 5000 pesetas



Collect the **Green Herb** inside the shop and use the typewriter if desired. The merchant's list is updated. New items on sale include the Attaché Case L, the Blacktail handgon, the Rifle (semi-auto), the Riot Gun, the Mine Thrower and scopes for the new weapons

Avoid purchasing the Broken Butterfly, because one is provided free inside the eastle. New tune-ups are available for the Handgun. Shotgun, Rifle, TMP, and all the new weapons.





Time For A Full Upgrade!

Sell all of your weapons and valuables, and purchase the Blacktail, Riot Gun and semi-auto Rifle. These weapons can be upgraded well beyond the initial set, and should allow you to blast through

the rest of the game.

Also purchase the

Attaché Case L to

allow Deen to tote all.

this stuff.



"ATTLEMENT AREA



wered by Catapults

Rde A societed Superther two
the nearby baleous and then
Jashiey up the stars. After

of all in grotectiles rains
all in search and take the
tamins items dropped by the

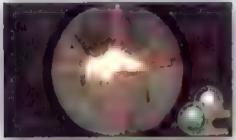


chanism somewhere



Don't Leave Ashley Behind!

Although Ashley might die and end the mission abruptly, avoid the temptation to make her stay behind anywhere in this area. If Ashley is left alone and Leon proceeds to the next "section" of the battlements, cultists materialize out of nowhere and abduot her. If a cultist manages to carry Ashley to an exit door, the game ends just as well. Keep the girl with you until you reach the small supply building on the upper level.





Sniping in the Quad

Head west under the bridge. Stop at the east edge of the bridge and gaze through the police scope at the baleony high above. Pan left and shoot the red exploding barrel to desire the catapult

At the top of the stairs, stop and look to the right through a gap in the battlements, where the shoot the exploding barrel next to the cataput to the south. Move a little



farther up to the flat area and snipe a cat with a brass helmet inside a small building. He cannot be killed with a hear short him at the chest. This causes him to emerge from the building, where you can shoot him again the kill

A Relatively Safe Spot

Quickly lead Ashley to safety inside the small building. Two cultists may follow you in Step just outside the small building to force the catapults to fire, killing the cultists. If that doesn't work, stay inside the building and blast the duo as they try to enter and snatch your charge



Look through the north window that can be jumped through and snipe the exploding barrel next to

the catapult directly to the north. This leaves only one catapult remaining in the area to the northeast. Collect the items in the small building, including a Yellow Herb in the red chest



Press to command Ashley to wait inside the small building, and run quickly across the bridge heading east. Even as the last calain thres, run around a large ring and into the relative safety of a small building. Aim the rifle out of the north window and supperfice it.

firing the catapult to the north. There is no barrel visible from this location, so you must shoot the cultist. Kill him very quickly or successive catapult attacks may destroy the building in which Leon is taking refuge'



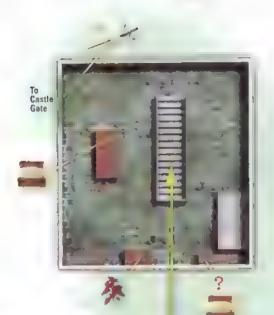




With all the catapults destroyed, you can now safely turn the crank and raise the cannon in the ring-shaped area. Fire the cannon to destroy the castle gates, granting entry. Don't forget to take the Gold Bangle from a chest located south of the small building, and visit the merchant just behind the destroyed gate

SARRACKS





Exchanging Swords

BY THE AMMO

A PERSON OF THE SERVICE OF THE SERVICE





depotates with Ashley following. Additional cultists enter through the fea door after a few seconds. Stand west of the archway and shoot the states they reach the top of the states. Move to the top of the steps and rifle to snipe the red cultist lingering near the entrance. Take out the due Plaga emerging from his neck as well. The cultist in red drops Gold as worth 45(0) Pesetas.

ath. Pesetas on the table and take the Golden Sword from the plaque morthwest corner. Replace it with the Platinum Sword, and then go



downstairs and set the Golden Sword in the gold plaque The upstairs exit is revealed Collect the other supplies and treasures in the barracks and exit





CASTLE GATE



Barred from Entrance

The eastle gate is unsurprisingly locked, so head west and open the door. Use the rifle to blow the head off the guy a few feet away and then his Plaga if needed. The commotion should alert the enemies inside the building. Either back up and allow them to funnel through the doorway, or charge in and take them head on. One grenade tossed into the building causes some serious damage. Be careful not to stand near the exploding red barrel outside the building since it may go off as well



Enter the room through the open rear doorway and kill any cultists lingering inside. Move to the window at the front of the building and use the rifle to snipe the cultist with a crossbow positioned atop the adjacent battlements. Take a moment to scour the room for ammo and treasure





Litats with Shields!

number the archway and approach the corner cautiously. Two
was used here hold wooden riot shields. The shields are resistant to
the country with a single shotgun blast at close range



A crazy strategy for dealing with these two



guys is to lead them back through the small room nearby. When they enter the room, lead them through the open back door. Run a few feet south of the exploding barrel and shoot it when the cultists are standing right beside it

Create a Good Continue Point

At this point, it's a good idea to neturn to the parracks and reenter the area. That way, if you don't like how things go in a moment, you can retry without having to do the whole area over.

The Castle Gate Key

Later the guardhouse, and collect the items, including the **Green Herb** on the shelves and the **Velvet Blue** in the barrel. Open the red chest and take the **Castle Gate Key**, then immediately turn back toward the door. Enemies rush the room at such speed that the exploding barrel near the door really doesn't help. The most useful strategy is to throw hand grenades or incendiaries toward both ramps, since the cultists try to approach Leon and Ashley from both sides. This tactic should greatly reduce the amount of damage taken. Return to the eastle gate and use the Castle Gate Key to unlock it.



AUDIENCE HALL

ITEMS FOUND

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The same	10 × 10
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	-11-2

The Castellan

Proceed into the hall Leon and Ashley encounter Ramon Salazar and his creepy bodyguards. After the scene, ascend the steps and continue forward a few more paces until a wall rises in the archway Examine the wall to see a chimera-shaped indentation. Standing at the chimera wall, turn around and aim extremely high on the wall above the archway. Shoot the shiny object to obtain a **Green Gem** Smash the pots to obtain a **Velvet Blue** and other items





Horses of Fire

Use the typewriter if desired and head through the east door. Smash the barrels and pots and examine the chairs along the south wall to procure items. Check the portrait of Saddler to obtain **Gold Bars** worth 5000 pesetas. Continue east and smash two barrels at the corner to obtain a **Yellow Herb**. Read the **Capture Luis**Sera note on the wall. Head north toward the fire-breathing horse heads and turn right. Examine the painting in the alcove to obtain the **Prison Key**





The Prisoner

The beam to the ground below. Return to the greenish door near conce from the audience room and use the Prison Key to unlock it.

1. Ashley to stay put and descend the stairs



collect the Shotgun Shells you shot off the beam as well as the **Green Herb** near the north wall shand open the cell door. The switch to the right shuts off the fire-breathing horses in the corridor above. However, we allow a Carrador preaks free of captavity in the cell. The Gatrador is blind, so as long as you walk.





instead of run, it should have some trouble finding you. Its weak spot is the parasite on its back. Navigate slowly around the room and try to shoot the Garrador from behind with the shotgun or rifle

the Carrador berserk, causing it to lunge for the bell. This creates an opportunity to run up belund to the lower a hard shotgun blast to its Plaga. The Garrador drops 15,000 pesetas when killed, but keep in mind ying the creature is completely optional. Once it moves away from its cell, it's possible just to walk quietly into the the switch to turn off the fire-breathing horses in the room above. Then you can leave the Garrador in the gloud flee.

Beyond the Steeds

command her to follow you. Move east a few steps use the gas lantern hanging from the ceiling to set the control of the corner and then proceed through the doorway. Try to shoot down a dynamite-tossing cultist before with using the ritle. A last cultists with crossbows are with using the ritle. A last cultist usually remains beyond, where Handgun Bullets lie.





HALL OF WATER

ITEMS FOUND

ltem	Occurrence	Remark
indom		-
anigua Amari 🗥		
beigun Spells		
ille Alemo	March Miles	
reen Hosb		
inst Aid Sgray	- THOUSE	
and Grenade	415	
candiary Grenada	- الجسية	
esetas (Box) 🔝 📑	Marie To -	
ivet Blue.	CONTRACTOR OF	~ -
eid Bangle	7	

Assaulting the Aisles

Enter prepared for all-out war, because this area has to be taken Rush forward immediately and toss a hand grenade or incendiary at the line

of cultists in the center of the room before they break formation and try to surround you

Collect what items you can from this attack, especially from any smashed pots in the center aisle. Lead



Ashley to one of the lower corners of the room and toss grenades at clusters coming from both sides. A second wave of attackers pours from the two doors, and there are more cultists in the passage at the bottom of the stairs to the north. The cultist leader in red robes drops 4500 pesetas



When the first section appears to be clear of enemies, smash the pots and jars around the area and collect items. Descend the stairs and take out the cultists positioned in front of the central doorway. Enter the room







The Blue Room

che Colorb on table and the Shotgun Shells on chair on a contract clow pressure pads with Ashley following on the contract of the contract of



This action raises a crank out in the main room. But do not be

too hasty to leave. Stand at the back of the blue room and command Ashley to stick close to you. Enemies charge through the door and drop out of the hole in the ceiling. Mow them down as they come. When the chanting sounds subside a bit, it means all the enemies in the squad are dead.



The Mezzanine

on the crank, if enemies are still present, Leon can shoot them tooley lowers the stairs



Ascend to the mezzanine level. Smash the pots in the overlook points to the southeast

and southwest to collect Shotgun Shells and a First Aid Spray. Then move north until Ashley points out a crank on the level above. Prepare for the next shooting event by smashing the clay pots on the northernmost rise to obtain Rifle Ammo and Shotgun Shells



phley Raises the Platforms

can either fresco to the far west or far east until the "piggyback" action onscreen. Lift Ashley up to the level above, and then run to the raised point and equip the sulper rifle. Snipe the ghouls that emanate from the side and try to grab Ashley. The better you are at keeping the cultists off Ashley, the often she can turn the crank and raise the platforms in the water.



Meanwhile, cultists rush at Leon on the ground as well. Switch to grenades or the shotgun as needed and blow them away. Ashley is a priority however, so if she cries out, switch back to the rifle and immediately kill any cultist trying to earry her off, even if enemies are still coming at Leon





When Ashley manages to raise both platforms, she runs to the nearest edge and calls for Leon. Quickly go catch her as she drops, and lead her north across the platforms to the exit.

OBSERVATION HALL

ITEMS FOUND

item	Occurrence	Remark
and a meaning	1	
Јалока Анто	REAL PROPERTY.	
hamun Sneils		
iraan Metal 🔻 💮		
land Grennde	THE REAL PROPERTY.	
esetes (Box)	THEFT	
Marie .	1700	

Beautiful Silence

Finally, Leon and Ashley find an empty place to rest. Move to the center of the hall, turn south and look at the head of the upside-down goddess. Shoot the sparkly thing out of her eye to obtain a Spinel Collect the other items around the room, including the Hand Grenade in the glass display case to the northeast. Use the typewriter and then head north up the narrow corridor where Ashley is abducted.

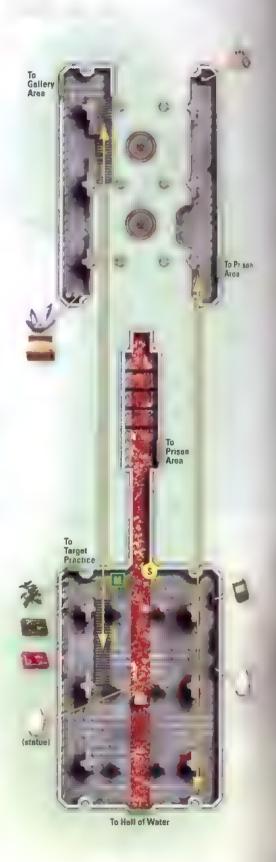


The Shooting Gallery

The merchant offers new tune-ups for the Handgun, Rifle, TMP, Punisher, Red9, the Rifle (semi-auto) and the Riot Gun. A blue door inscribed with golden guns is right next to the merchant. This door leads to the shooting gallery, a special place where Leon can practice his gun skills and earn points. Prizes are awarded for earning more than 3000 points, and by exhibiting skills such as shooting all of the targets, seering more than 4000 points, etc. Instructions regarding Target Practice are available on the clerk's desk. Target practice game type A is available, enabling you to obtain the six bottle caps in the bottom row of the diorama. More target practice types become available as you enter other shooting galleries in later stages of the game.







PRISON AREA

ITEMS FOUND

Luis Memo

Item	Occurrence	Remark
Total contract	7	
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Beatres Share	Marie Walter	
THE Assess of the	STATE BANK	
Green Here	A DESCRIPTION OF THE PERSON OF	
Yallow Hath	1	
Incondiary Grounds		
Nach Grenade		
Pesatas (Box)		
Spinel President	ALC: N	61 -41
Velvet Blue	THE PROPERTY.	
Novistador Eye	SALES .	Movietede
Butterfly Lamp	10 - 10	1 18 - 1 F

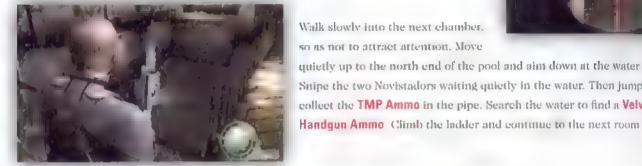
Water Valve



Backtrack south in the corridor where Ashley disappeared and go through the wooden door to the dungeon area. Proceed around the corner and drop over the ledge Head up the corridor and ignore the creepy sounds on the left



At the corner, aim through the sniper rifle's scope and zoom to the next corner. See the wisps of cold breath emanating from thin air? That's an invisible monster that you do not wish to fight at close range. Aim for the breath to blow its head off. Novistadors sometimes drop valuable Red Eyes, Green Eyes and rare Blue Eyes. Pick these items up quickly before they disappear



Walk slowly into the next chamber. so as not to attract attention. Move quietly up to the north end of the pool and aim down at the water with the score Snipe the two Novistadors waiting quietly in the water. Then Jump down and collect the TMP Ammo in the pipe. Search the water to find a Velvet Blue and



Pest Extermination





Open the next door quietly and back up against the north wall. Aim up at the skylight and shoot the Novistador perenal the hole. The sound should draw another monster into the room from the left Wilen Novistadors move, their eyes glow Shoot the creature before it reaches Leon

Walk carefully down the east passage and turn the corner. Another invisible Novistador starts moving in, but you should be able to take care of it before it gets too close. That takes care of the enemies in this sector. Head back to the cells in the main area and kick down doors to obtain items. Luis' Memo in the northeast cell should be of particular interest





Draining the Water

Move through the destroyed cells and enter the control room. Smash the crates on the shelves to obtain items, and open the red **v to obtain a Butterfly Lamp By setting three Novistador Excs of three different colors in the lamp, the value of this object increases

dramatically. Turn the red valve in the corner to drain the water out of the lower area south of the prison cells





Falting Toward the Exit

the corner across from the door and inside the destroyed cells. Snipe to the while standing in the control room doorway, then move to the standing in the control room doorway, then move to the standing in the control room doorway.



As you head back to the

main area of the prison, a Novistador breaks out of the cell across the way. Shoot it with the rifle before it reaches Leon. Another leaps out of the drained pool, and there's not much to do except put your back in a corner and sean the floor, walls and ceiling for signs of movement

Drop into the pool and lack the gate down This triggers another Novistador to come at

twith the shotgun repeatedly. When all monsters are dead, go back is and search the water near the drain to find a Velvet Blue



Or: all neounter

provided the strange noises were heard.

it of Pendulums

Inputars into the last room of the area, in whithree deadly pendulums swing back and a Move between the pendulums carefully, is forward at the instant the blade passes and in front of Leon. Jump the gap using the century as well



and smash the set the end of the area and go through the door. Climb the ladder and smash the transfer of the Observation Hall



OBSERVATION HALL (BALCONY)

LITANS FOUND

Item	Occurrence	Remark
indense -	Later Tolk	
sector (Vex)	THE THE PERSON	
pinel -	CONTRACT PROCE	- Empire
telvet Blue	SANIER WAS A	N. Salar
lagani Mask	THE PERSON NAMED IN	
liuminados Pi	THE PERSON NAMED IN	

Leon's Turn to Ambush Enemies

A group of acolytes are now performing some kind of dark ritual on the lower level. All of them have jewels around their necks, and the leader in red wears a valuable !!!eminados Pendant. The leader will spot you if you

drop from the baleony or approach too closely to the edge. If the enemies are alerted to your presence, they try to escape and seal themselves in the north passage, behind metal doors

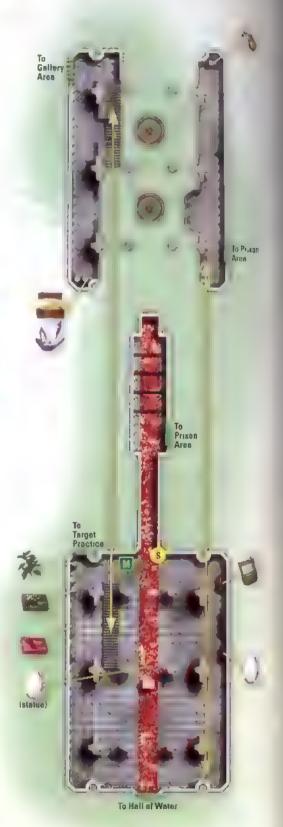


To take the group down, fire a rocket into the middle of the cluster. With the rocket launcher method, the cultists should drop all ten **Spinels**, plus the cult leaders' pendant. Now you can sell these items for just enough money to replace the rocket launcher you used.

If no rocket launcher is available, move north toward the balcony's edge Stop just a few steps from the edge and toss a Flash Grenade into the room below. While the entire group is stunned, drop to the level below and toss a hand or incendiary grenade in their midst. This will not be enough to kill the leader, who usually reveals a Plaga after the host body dies. Be sure not to let the leader get away, since he wears the most valuable piece. Using the grenade method, you should be able to make enemites drop up to four Spinels as well as the pendant.







Leaping Across the Upper Level

From the control of the obtain a Velvet Blue and a few Pesetas





Use the north chandelier to swing back to the east balcony. Raise the switch on the wall to open the gates on the upper level. Move north and smash the display case. Open the red box to obtain an Elegant Mask.

probant has moved to the top of the stairs in the northwest corner of the National Property of the Handgun, Rifle, TMP, Punisher, Red9, and the many of the Conerally, it is fine to sell all but two of the Novistador Eve gens the gardest click color are needed to fit in the two Blind Butterfly Lamps and garde. Go through the pink door when finished



CALLERY AREA



ITEMS FOUND

	1	
İtem	Occurrence	Remark
Findentian Tax		
Handgun Ameter		
Shower Snells		
Hills Ammy	TO BE STORY	
from Herb	THE RESERVE	. ·
Red Hesti		25
follow Hosti	THE PARTY NAMED IN	
Pesetas (Bax)		
Spinet	30	
Velvet Blue	C2*	N. C.
Invit Ornament!	CE (10)	Raise Platform
Mary Key	7	Red Enemy
***************************************	200	



A Grueling Obstacle Course

Take the **Red Herb** on the table and head upstairs. Collect the **Castellan Memo** on the center table and the **Handgun Ammo** on the chair. Open the green door and use the sniper rifle to kill everyone on the balcony. Some cultists may be able to run into the side room, and that's all right for now. Two cultists on the ground floor can be taken out by sniping them or by leading them toward one of the exploding barrels.





Enter the southwest room and ascend the stairs a short distance. Kill the masked cultistatible top of the stairs. Open the upstairs door and head left to find Rifle Ammo

Chasing the Red Cultist

Cross the balcony to the other corner, and notice the scaled door. You must jump over the ledge to the right. Only then will the criss open the door, allowing the leader in red to flee across the balcony. Rush through the doorway, go up the stairs and chase after _____.

the shotgun to knock down any cultists in your path, but stay on the tail of the man in red. Ignore the four boxes of **Pesetas** on the shelf as well as the **Shotgun Shells** and return to the balcony

As the leader attempts to flee across the balcony, try to snipe him with the rifle. If he makes it inside the southeast door, chase





after him. A shielded cultist tries to prevent you from following the main target. Run around this obstacle and chase the red robed and downstairs. Blast him with the shotgun and prevent him from reaching the center of the lower gallery floor.





If the cult leader manages to get to the center platform, he raises a powerful mounted machinegum that makes it virtually impossible to kill him without a rocket launcher. This ridiculous display of artillery is worth seeing, but death should come soon after that If you successfully prevent the leader in red from reaching the platform, he drops the Gallery Key.



Sa Must Die

the clay pots to obtain other items

the clay pots to obtain other items

the clay pots to obtain other items

acthe central panel to solve the puzzle in this room. Each portrait on the backside. Arrange on its so six people are depicted dying

· A SAIRCHENCHONS

HITCH T	_ NT
wash 1	Swivels the left 2 portraits
with 2	Swivels the left 3 portraits.
artch 3	Swivels the right 3 portraits.
444	Swivels the right 2 portrails.





Chapter 3-2

III Portrait Plazele



Gallery Shootout

. 175

• me into the next room. Salazar has set
• the trap for Leon. After the scene, turn
• ms right and bolt through the rusty door
• the enemies as they try to follow him up

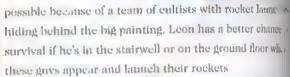




I nomies then appear on the upper level. A couple should try to enter the stairwell in which I con is hiding. The rest are crossbow snipers that basically stand their ground. Run in and out of the two stair doors to try and bait more enemies into coming in after you,

When enemies stop trying to enter the sturwell, open the upstairs door. Standing in the doorway, shoot the gas lamps hung over sniper's heads to take them out. Avoid moving around the upper









Security Deactivation

When the arrows stop flying and the body parts hit the floor, move around the room, smash fars and collect items. Press the switch near exit door on upper level to deactivate security system and raise central platform. The guys behind the painting pop out to try and use rocket launchers on Leon again. Run around the corner to avoid the blast or toss a flash grenade to stop the attack



Enter the south door, smash the pot at the end of the narrow chamber and press the swall This action extends a walkway to the central platform in the main room. Wait for two enemy outside to fire rocket launchers before exting Then burst out of the room and shoot meaning Both enemies die from one shot each. Open the blue chest on the platform to obtain the Goat Ornament, Go through the exit to the next are







EXTERNAL WALL AREA



the baleony Stop a distance back from the fountain and use a sean to pick off the three crows drinking the water. Then examine the fountain two Velvet Blue ores and all the coins the crows dropped. Examine the locked that the nearby room to learn a clue on how to get inside the room later with the help.



Walth

COURTYARD & BEDROOM

ITEMS FOUND

Item (Decurrence	Remark
andgun Anjme	-	
helius Shelle	31 11	
HIP Aming	TO Chase	
reen Herb		
fellow Herb	E Com	P 1
Frisi Aid Spray		
Incend ary tree adu		
Spinel		
Valvet Blue		
Hod Gently		
Mirror		
Mounstone (Left Hall)	A 25 P.	
Meastene (Hight Hall		



Where Demon Dogs Dwell...

Head east down the stairs and across the balcony. Examine the bedroom doors to see the shape of the indentation there. After a warning transmission from Salazar, continue east and down into the hedge maze.



Open the gates and smash the barrels on the left to obtain a **Velvet Blue** Colmillos attack as you proceed under the bridge The area is filled with these abominations

but they do not appear unless entering certain areas. Use the shotgun to kill lone Colmillos and incendiary grenades on packs. Head under the bridge behind the platform and smash the barrel to obtain a **Green Herb**

Killing in the Kennel

Boad south from the entrance and move inward to a closed gate. Do not open the gate! Beyond the gate, two Colmillos can be seen locked in a pen. Use the rifle to sinpe one of them. The other breaks loose once its partner is dead. Blast through the gate with the shotgun until the hellish hound is dead.





the gate and head east. Ignore the stairs on the left for the moment and noto the corner Follow the spiral-shaped path inward to a red box containing the investment of the spiral shaped path invarid to a red box containing the investment of the spiral shaped path invarid to a red box containing the spiral shaped path invarid to a red box c





The First Moonstone Half

Return to the stairs, ascend them and cross the bridge. Head left from the bottom of the stairs to a red box containing TMP Ammo. Then return to the base of the stairs and head northeast to the fountain where the Moonstone (Left Half) is located. Equip incendiary grenades for the trip back.

Treasures and Tribulations

toward the southwest corner of the area. At the corner, head

to de Veillow Herb Backtrack a few feet and take the zigzag

soding north. Take a few steps east and then head south to a red

to be a Red Gem that fits into the Elegant Mask





Head north from the Red Gem's location and follow the path

under the bridge. Continue toward the northwest corner of the area to find another kennel with a Colmillos inside. Blast the dog in its cage, then head south to find a red box containing a First Aid Spray. Return to the kennel and head east. Ignore the gate for the moment and continue east to find a Spinel.

The Second Moonstone

to to be included go back under the bridge. This time, go up the stairs and collect the **Moonstone** (Right Half). Move and the east side of the platform and jump down to the ground below. Make a dash for the entrance gate

ledroom Encounter

or to the bedroom and examine the door. Combine the two puzzle pieces to create the Blue Moonstone and insert it into the restriction to encounter an old flame. Afterwards, collect the items around the bedroom and then enter the

where the merchant stands in the benale latrader

the table and open the raire behind the merchant to sthe Mirror. The merchant we brand new tune-ups for the stand Broken Butterfly, Riot and Mare Thrower.





THE LAST SUPPER CORRIDOR



Elegance in Dining

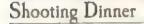
Head to the south corner and smash the elay pot to obtain **Shotgun Shells**, and read the eluc inscribed on the wall to the left. There are three other clues in the room, indicating the order in which to shoot the food items on the painting nearby



Brief Sojourn for Supplies

Before doing anything else here, head down the south corridor and enter the next room. This is the chamber of the Exterior Como

the south corridor and enter the next room. This is the chamber of the Exterior Corroc that was locked. Open the cabinets and smash the crates to obtain items. A crate on it north wall contains a snake, so avoid it. Break the padlock on the south door if you like but then head back to the Last Supper Corridor



Ring the bell on the east counter. The painting at the end of the aisle flips over, revealing a four-course meal. Shoot the chicken, then the bread, then the desert, and finally the wine, in that exact order. At this point, the bars are removed from the nearby red room





Gladiator's Cage

Service of some into the room, Leon finds humself trapped. Cultists surround the



The first order of business is get out of the cage, which is easily accomplished by tossing a grenade toward one of the doors. When the padlock on a door is destroyed, kick it down and blow cultists out of your way as needed



Rewards for Victory

the base that is ends, collect the Flash Grenade from the cabinet of the Hourglass from the central red box. Enter the shooting range where wine-soaked painting hangs and search behind the desk to find Magnum lamo. Then exit via the door in the red room



EXHIBITION CORRIDOR



Restricted Access

Walk into the room quietly, trying not to be seen by the enemies on the floor below. Use the rifle to snipe them, as well as the enemy that patrols on the raised platform on the far side of the room. Smash the elay pot on the nearby table to obtain Rifle Ammo, then drop to the level below. Throw the switch to raise a bridge connecting the two halves of the upper level







Retribution for the Rise

Climb the ladder to the upper level, and expect trouble to follow you not the real from the north door. Note that Plagas emerging from cultists heads are now acid-spitting, head-decapitating insect-like creatures. After the parasite is separated from the host body, it scuttles across the floor toward Leon. Remember to take our multiple parasites with Flash Grenades.

After taking down the group near the entrance, head down the bridge. Another group with shields enters from the far door. Shoot the oil lantern above them to burn them up



Weapons on Display

Descend a few steps down the stairs and use the rifle to take out a crossbow sine in a window across the room. Take the **Pesetas** on the table and drop to the level below. Smash open the clay pot on the corner to obtain a **Velvet Blue**

Break the glass on the display case and take the various items. If the Rocket Launcher does not fit into your inventory, do not diseard items trying to cram it into Leon's case. The merchant in the next passage sells the Attaché Case XL, which should provide enough room to tote the launcher.



To get out of the room, ascend the stairs near the display case and

break the padlock on the door. Cross the platform you raised and proceed down the corridor. Smash the pot on the table to obtain a **Spinel**. Enter the next room for a chilling scene.



CENTRAL HALL (MEZZANINE)



Memoriam...

sq the pots surrounding the mezzanine level
 alter the various types of ammo and money
 at the pot to the left of Saddler's portrait to
 csetas, knock his picture aside to obtain
 Bats worth 5000 pesctas. Smash the pot to
 ght to obtain a Spinel





To Servant Quarters 1

in per's Mission

point you should have noticed Ashley.

It to the wall on the level below. Aim to

It and carefully shoot the bands that hold

The wall Cultists enter the room and give

Aim toward Ashley's position and take

beads off as they try to reaach her. Do not
the cultists to carry her out of the room.

game ends





earth actural platform, and watch Ashley move toward the door. When she finds the exit locked, cultists flood the makes and shoot the red-robed cultists to release the key to the room. Then take out any crosshow.





smpers that may be firing on your position. Meanwhile, shoot any cultists that grab Ashley, and take out all enemies. When clear, Ashley picks up the cultist's key and exits the room

SERVANT QUARTERS 1





Ashley's Adventure

The player must now control Ashley with the "classie" Resident Evil fixed camera.

Move northwest and collect the Spinel by the table. Don't miss the Yellow Herb in the northwest corner. Use the typewriter if desired and then proceed into the next room.

Prevent the enemy from attacking Ashley by grabbing the three lanterns around the room and throwing them at the cultist, or by crawling under tables where the cultist cannot follow. A crank in the southeast corner can be turned to raise the bars blocking the archway into the next room, but this is unnecessary. Ashley can cr. without a small hole between rooms in the southwest corner.





1 Room Full of Clues

on the southwest corner

cond room to obtain a

Posetas was a significant two

conditions to the two sets of

cocking the next passage







Head down the passage and take the **Red Herb**. Open the door at the opposite corner. In the drawer of the desk near the entrance is a **Velvet Blue**. A **Spinel** is on a table within. Open the bureau on the north wall to obtain **Handgun Ammo**. Take the document on the south bureau titled **Butler's Memo**. Examine the painting and the wheel in the center of the room for clues. Return to the corridor and head south

SERVANT QUARTERS 2



4 Series of Gates





Turn to Ashlev's left and crawl under a table. Proceed to the end and press the switch to raise the nearby gate. Enter the middle section and examine the fireplace to find the Stone Tablet. Press the switch in this area to raise another gate.



Head into the area you opened and collect the **Green Herb** from the table. Push aside the bookshelf on the south wall to reveal a switch. Press this switch to open the final gate. Collect the **Pesetas** and **Velvet Blue** from the furniture near the exit before going into the next room.





The Knights' Puzzle

Proceed down the dark corridor and collect the **Spine**l from the chair. Note the positions of the suits of armor in the hallway as you proceed to the room at the end. Check the central pedestal in the dark room to find a sliding-tile puzzle. This puzzle can be solved by several methods, but outlined below is one solution that definitely works.

Stiding Tablet Magic





Treasures of the Armaduras

relying the stone tablet puzzle, enter the revealed room. Open the box by the All to collect a Gold Bangle. The cupboard in the southwest corner of the room All to collect a Gold Bangle. The cupboard in the southwest corner of the room to revolve, producing a blue box containing the Serpent Ornament



a, it conservations all of the irmors in the area to come to life and attack. Use the table in the room to outmaneuver the and ben escape down the corridor Press the dodge buttons with the right timing to avoid the Armaduras that





attack Ashlev in the corridor. In the room with the gates, quickly press the switch to shut the nearest barrier and prevent the Armaduras from following. Yet another Armadura attacks as Ashley attempts to leave

Rejoining Leon

at back to the previous room and use the Salazar Family Insignia in the wheel the wheel to open a secret door in the wall. Climb the ladder and take the two sof pesetas from the table and then head south. Follow the winding passage out the upper level of the Central Hall, where Leon awaits



chapter four

With Chapter 4, the action starts rolling along at a roller coaster's pace. Merchants gradually allow weapons to be upgraded to the maximum levels. When certain guns are maxed out, special "Exclusive" upgrades become available allowing weapons to be improved incredible strength. Pour every poseta into weapon customization, because money is useless it not spent.

CHAPTER 4-1

EXTERNAL WALL AREA



Now That There Are Two...

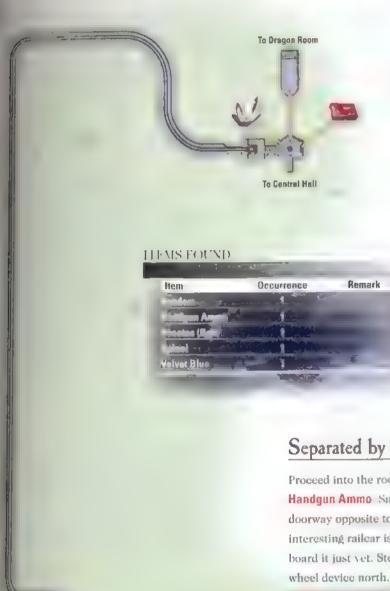
Lead Ashlev through the Exhibition and Last Supper Corridors. New enemies appear in both areas. Head south in the Last Supper Corridor and go through the south mess hall. A couple of Nov studentie in wait here, so try to snipe them below proceeding into the room.



Return to the External Wall Area, and navigate northward to the room Leon commot previously enter. Stand under the high opening and give Ashlev a piggyback Affishe unlocks the door, go inside a id pillot the Elegant Perfume Bottle, the Gold Bangle and the Red Herb from the chests to the sides. The big box contains a Brokea Butterfly magnum handgun. Now return to the Central Hall and head north to a narrow passage.



AIL TO THE DRAGON ROOM



Separated by Machinery

Proceed into the room, head to the right and collect the Handgun Ammo Smash the elay pots on either side of the doorway opposite to obtain a Velvet Blue. Although an interesting railear is parked at the bottom of the stairs, do not board it just yet. Step on the square platform and ride the big wheel device north. Leon must enter the next room alone



DRAGON ROOM

ITEMS FOUND

Item	Occurrence	Remark
liamandos Fo	ndant 1	- 7
Sald Bland		
time (Tenamont		

Fields of Fire

Cultists piloting giant dragon machines slowly move the devices to Leon's position and cause the monstrous machines to intermittently breathe fire Quickly aim the rifle and snipe both dragon wranglers. Killing the machinists raises two red boxes in the area, containing **Gold Bars** worth 5000 pesetas and an Illuminados Pendant





Tricky Tactics





If sniping the dragon wranglers proved tricky, the strategy required for the next part could prove even more complex. Continue north and jump across the gap when the opening of the spinning circular cage passes by Before leaping to the next platform, snipe the cultists waiting in the area beyond.



and the first the Illuminados Pendant, then dash to the north end of the area. When the third dragon area is a most of the heat shield to the right to prevent fire damage from the last dragon. Quickly turn and

Supe the cultists

in ..., from the tower below

solution as soon as they





When the cultists stop emerging from the tower, run to one corner of the northern platform. When the dragon turns to face that direction and starts to emit flame, sprint to the other end of the platform and snipe the dragon wrangler before he is able to turn the dragon to face Leon.



Proceed up the steps to the blue box and collect the Lion Ornament. Navigate back out of the dragon's lair and rejon: Ashley, Board the railear and ride back to the audience hall near the eastle's entrance.



AUDIENCE HALL



RAIL TO THE ANNEX



Private Transport

wer the fence to the sides of the tramear and smash

so to obtain the available items. Board the tramear

to the aspirate annex. At the arrival point,

to the appropriate a Velvet Blue. Cheek behind the

to act to a man in contemplation to obtain Gold.

So a series tas Enter the annex.





Chapter 4-1

ANNEX MAIN CORRIDOR



Toasting To Royalty

Bamark

Head north and pick up the Flash Grenade on the chair. Continue north and shoot the shiny stones set in the column to obtain two Spinels, a Velvet Blue and a Purple Gem for the mask. Examine the royalty busts at the end of the hall Grans must be set in the hands of the king and queen busts to unlock the exit to the next area. The two grails are located in two areas to the east and west of the annex entrance. The areas can be visited in any order. In the sections below, the west area is described first and the east area second. After surviving the trials in each area, return here with the Queen's Graand the King's Grail, and set them in the appropriate royal's hands



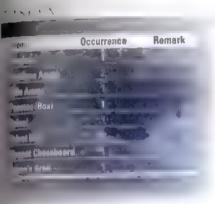


Shopping Break

The Gernsteis of the entrance to find a merchant. Open the cabinet a of the law Handgun Ammo. Be careful to break the clay pot on a crimstead of shooting it; you might shoot the merchant by accident! Admit offers new tune-ups for the shotgun, TMP, and the semi-auto the class to the shooting gallery, where two game types are



WEAPON EXHIBITION ROOM



Four Knights on Four Pressure Pads

the description details the area west of mannex entrance. Examine the locked and at the north end of the room to learn end to open the portal. Lead Ashley onto so of the four pressure pads, and then so, the two knight statues in the room ato two other pads. Finally, stand on the maining pad to open the door







Death from Above

Salazar triggers the old crushing ceiling trap. Shoot the four jewels in the celling to appet the roof from descending. Collect the **Bandgun Ammo** in the corner and follow Salazar into the corridor.

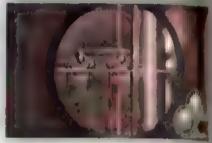
Crazy Cultist Drivers!

Proceed through the stone corridor, and be sure to equip the sniper rifle before entering the room at the end. Leon is separated from Ashley by a gate, and a giant wreeking machine threatens to kill her. Quickly aim through the bars at the two drivers of the machine and kill them. Slaying the pilots opens the gate, but does not stop the machine back up so that Ashley can get into the room



Break open crates and barrels to collect various items and treasures. The Queen's Grail is stored in the red box. Open the cabinet in the southeast corner to find the valuable Elegant Chessboard Break the padiock on the door and exit the area.





ARMOR SUIT ROOM

ITEMS FOUND



Don't You Hate When Armor Attacks?

This description details the area *east* of the annex entrance. Proceed to the corner and take the Handgun Ammo set on the base of the flor statue. Command Ashlev to wait, then walk down the corridor Press the dodge buttons to escape the axes of the Armaduras

that suddenly attack from either side. This little exercise in terror happens twice





Hall of Wrath

Ashlev to stay put as you enter the next room. Collect the **Green Herb** in the content of the Shotgun Shells in northeast corner. Equip hand the flavorable or the shotgun if not, and take the King's Grail on the center



Let before there is no room to get out, slip between them, spin around and toss a grenade into the elister.

Armeduras to kneel in pain and then rise, and toss another. The Plaga in each suit should appear at this point





Toss a flash grenade to kill them all simultaneously. Accomplish this with full health, and each enemy should drop supplies. The second three Armaduras each drop a box of 6500 Pesetas!

BALLROOM

S FOUND		
rai	Occurrence	Remark
No.	and the same	
Maria America		
Park Laure		
i ika		
idas (Bex	1	
	121	
на Еую		- Enemy x9
	3.3	Епету ж9
7	W. (1)	Ememy x9
north Laure 2		

Shattered Glass

tot the pots to either side to claim items, just

archil of a snake planted in one. Proceed down

archil opening the cabinets on the left to





Reaching the double doors, turn right and jump through the smashed window to the baleony outside. Collect the Red Herb at the corner, and climb the ladder. Follow the circular ledge to the end, where another Butterfly Lamp is located inside a red box. Drop from the ledge into the ballroom, and then eatch Ashley.



Home Is Where the Hive Is





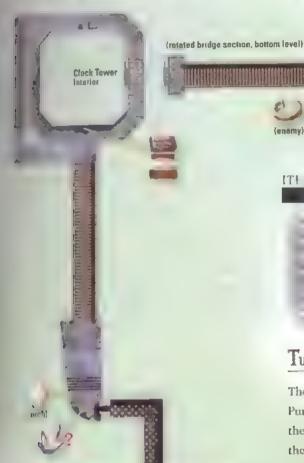
The Novistador hive is in the center of the room. Shooting the hive down causes the Eye gems listed in the table above to apper in the central area, Novistador enemies encountered in this area may drop addition. Green, Red and Blue Eyes. Unfortunately, Ashley won't be around to share

When a swarm of Novistadors appears, run through the south door and allow the enemies to funnel into the corridor, where you should be able to blast them easily with a shotgun. Reenter the room, throw the lever to try and lower the drawbridge, and then shoot the mountings of the chains that strain to hold the platform up. Exit the annex





CLOCK TOWER EXTERIOR



To Watchman's Hallway

ITEMS FOUND

Item	Occurrence	Remark
and the same	A STATE OF THE PARTY OF	
The same of the same	TA institute	
400	122	
Ammig		
nactus (Bex)		Jackson .
	the same of the last of the la	

Tune-Up to Take the Tower

The merchant offers new tune-ups for the Handgun, Rifle, Punisher, Red9, Blacktail, Broken Butterfly, Riot Gun and the Mine Thrower. Use the typewriter if desired and collect the Handgun Ammo on the chair. Smash the barrels to

obtain a Velvet Blue, and shoot the torch at the top of the stairs to obtain a hidden Spinel



nfiltration under Fire

toward the tower before the catapults firing from the right slow Leon down two west and quickly ascend the stairs. Take out the cultists on the balcony had the tower. Then navigate to the front of the building and smash the rols for items, if the catapults haven't done the job already. Whether you go the catapult operators is up to you, because you can slip around to the east it of the tower and easily get inside

To Balfroom









CLOCK TOWER INTERIOR

ITEMS FOUND

Item	Occurrence	Remark
Salisan Anai		
ruen Hert	A PRINCIPAL TO STORY	
ماديدي السا	Kildrates Britis	
		- 5

Clogs in the Cogs

Take a step toward the baleony rail and aim upward. A wooden block is wedged into the clock tower gears. Shoot it to clear the mechanism. Aim even higher up to spot another. Move to the right and climb the ladder to the level above. Head to the southeast corner and shoot the crate to obtain a random item. Move around the baleony to the other side of the blockage to find Handgun Ammo. Climb up to the next level.



Navigate around the balcony and up the steps to a table Collect the Green Herb and the Ritual Preparation file Approach the lever at the end of the balcony, look to the right and shoot the final block of wood out of the mechanism Throw the lever to rotate the bridge outside the tower





Clockwork Firefight

hence level of the tower Dropping down to the bottom

it is now as over again. Chinh back up and take out

t a

those throwing dynamite, and then contend with those climbing up the ladders in pursuit of Leon



Drop back down to the bottom level and shoot the sniper that likes to bide near a couple of crates. Destroy the crates to obtain a Hand Grenade Navigate around the bottom level to the exit

A Bridge Too Far

Exit the tower and take out the group of shieldbearing zealots that are approaching. Estimate where their heads are behind the shields, and use the sniper rifle to kill them in one shot



Proceed onto the bridge until a much larger group emerges, both in front and behind Leon. Turn around and head back toward the clock tower, blasting the enemies out of the way with a shotgun. Make your stand at the clock tower doors, and toss grenades at the group crossing over the bridge. When Plagas emerge from cultists' necks, toss flash grenades to take out several parasites at once. The leader, wearing the goat mask, tends to hang back near the entrance of the anti-castle. Kill him to obtain a Gold Bangle







WATCHMAN'S HALLWAY



ITEMS FOUND

Item	Occurrence	Remark
Leann Shell		
Breen Herb	7	
First Aid Spray	- 3 B	
Incendiary Granade	ATT	V
mindee (Berr)	THE PERSON NAMED IN	

Double Garradors!

The combination of cultists and two Garradors in this room makes survival extremely tough. Although it is possible to stay away from the

Carradors and snipe them from a distance, the cultists constantly approach too close and require you to make noise, alerting the Garradors





Fortunately, there are two simple words that allow you to get through this room will your sanity intact: rocket launcher. Stand just inside the entrance and aim a mask at the door between the two Garradors positioned at the back of the room. The explosion secrebes the Plagas on both their backs, killing them both instantly Now only the cultists remain, and you are free to shoot without fear of alerting the blad.

Without a rocket launcher to help, use the sniper rifle to take out the two cultists on the midlevel. Allow the Garradors to charge

toward Leon and stab their claws into the entry doors. Throw grenades to damage the Garradors and take out the second wave of cultists. Shoot the bells in order to drive the Garradors to the sides of the room, where their parasites can easily be targeted





Salazar Cornered

The east passage of the room opens when the two Garradors die. Killing the cultist in the m se who hangs out in the side corridor nets a **First Aid Spray** When the first three cultists die, another four emerge from secret doors near the entrance. Have fun.

and the srea. In the corridor beyond the initial room, two



Enter the next room Whimsical Salazar drops Leon into a deadly pit. Press the dodge buttons on oue to save Leon's life





TRAITOR'S PIT

S (O (N))

Courrence Remark

The Impaled

the master does away with servants that no arant his whimsy, including cultists who try from him. Examine the body impaled on spike near the waterfail to obtain a Velvet at A dead cultist slumped against the back wall the Crown Two other pieces fit into this am to increase the overall value so do not sell it





The merchant now sells the fast firing Striker, which is less powerful at long range than other shotguns but more powerful up close. We highly recommend you upgrade to this awesome weapon if funding allows



Wading Upstream

Climb the ladder head up the corridor Check the first drain on the left for a Velvet

Blue, and take the Handgun Ammo at the next corner. Continue up the tunnel and take a Spinel from another drain on the left



ABANDONED IRRIGATION STATION



Hunted from the Shadows

Proceed down the tunnel and follow the first branch on the right. Examine the liquid nitrogen container just inside the door, and collect the Handgun Ammo and First Aid Spray on the desk. The elevator at the back of the room cannot be called to this level because the power



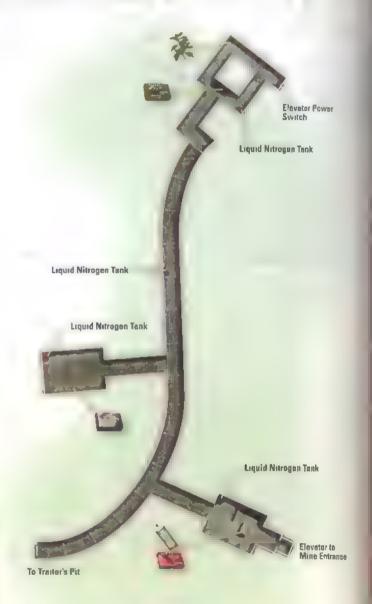
is out. You must restore the power to call the elevator and escape

Upon leaving the room, you may

need to dodge a tail attack by the "executioner' Salazar sent after Leon-Quickly make your way to the north

room, and stay ready to crouch or dodge at an instant's notice





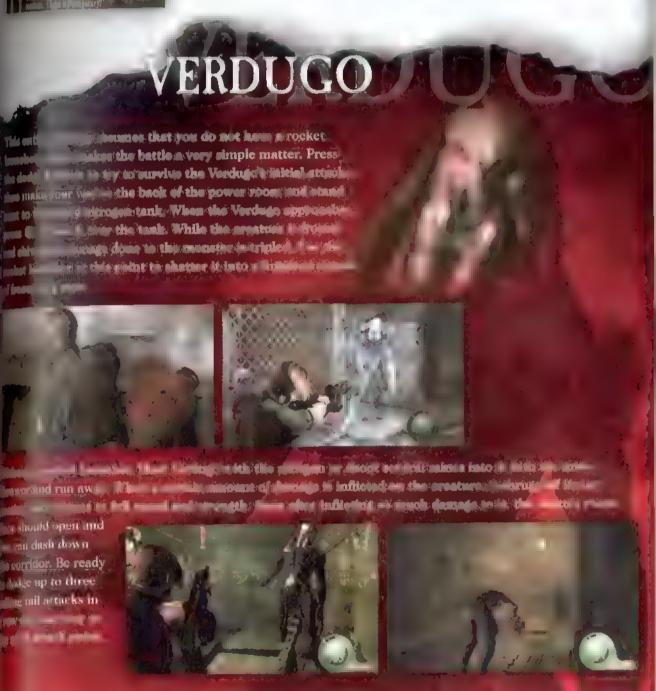
for left around the fenced area and collect the **Shotgun Shells** on the console find a **Green Herb**. Then follow the back wall of the room to the and throw the switch to restart the power. The elevator appears in a

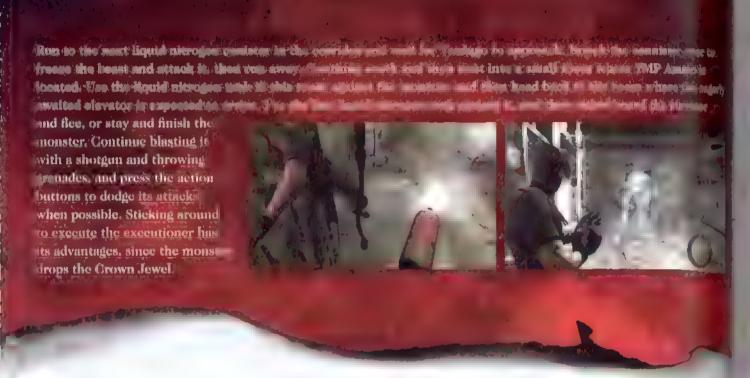


Chapter 4-1



Head back toward the closed entrance and press the button. The shutter takes some time to open as well. Until then, you must survive a difficult battle against Salazar's victous bodyguard.





CHAPTER 4-2

MINE ENTRANCE

ITEMS FOUND

Item	Occurrence	Remark
Marie America	a 2 T	
in Lune		_
eés Heri	10 M	
ini Eronado	W	
The same of the same of		

Gear Up at the Depot

Step off the elevator and collect the **Green Herb** at the corner of the platform. Smash the three barrels at the bottom of the stairs to obtain **Rifle Ammo**, a **Hand Grenade** and a **Spinel**. More **Handgun**



Ammo lies by the typewriter, and Luis'
Memo 2 waits to be read near the exit.
Enter the shooting gallery if desired to play Target Practice game types A, B, or t



Irrigation Station

COAL MINE AREA



to the Mine

low the tunnel and kill the two villagers standing idle in the cave mine the first coal cart on the right to obtain a Velvet Blue. Smash harrels to obtain Handgun Ammo and Pesetas. Read the warning the nearby board, and proceed down the passage



Chapter 4-2

Maintain the High Ground

Stupe as many of the villagers as you care to, then drop to the level below. A few more enemies drop to the ground with you. However, with improved weapons, the villagers should prove easier than ever to kill. Collect the items and pesetas scattered around the area.

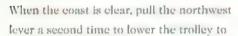




Boulder Blasting

A massive boulder blocks the path to the exit. Pull the lever in the northwest corner of the reto move the trolley. Before the trolley is fully lowered to the ground floor, the circuit breaker shorts out. Take the **Velvet Blue** lying in the mine eart near the lever, then head toward the circuit breaker on the upper level and flip it back on

Defeat the angry group of villagers now coming down the entrance tunnel and a chainsaw maniac positioned near the trolley lever. The chainsaw man drops 10,000 Pesetas upon dying







the bottom level. Take the **Dynamite** from the eart and place it upon the boulder blocking the path. Be sure to move back or learning die from the blast. Kill the two villagers standing near the exit and head into the next room.

BLAST FURNACE

ITEMS FOUND

Item	Occurrence	Remark
Marie Shell		
hid Spran	1	
Plack Grewede		
Incendeary Gre	nado J	
Carle (Baul		

Magma Battle

Search along the walls of this fiery chamber and collect the ammo and First Aid Spray located in the south half or the room. Then approach the massive doors. Not one, but two Gigantes storm into the room! During the battle, smash the barrels beyond the big.

doors if needed to obtain an Incendiary Grenade and Shotgun Shells







Wall Have

consider the reward options before choosing strategy in this intense battle. Each Gigante worth 15,000 peset the classification of them and then

hacing to out this parents.

Magnet with the soutest this down it wasting the faction.

Malf. However, fighting two gloots.

roption you

parate Leon from

mabine the

- Total Property

enfioid. Before they shake

inade directly in front of the lever that opens the map door in foods the description of the Gigantee approach. One of them is a facility in the decision skinned one walks right over the true door. If you foods in the facility is open the true door and drop one of the Gigantee in the facility is a facility the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door stop one of the Gigantee in the facility is the door one of the Gigantee in the facility is the door of the Gigantee in the facility is the door one of the Gigantee in the facility is the door of the Gigantee in the facility is the door of the Gigantee in the facility is the door of the Gigantee in the facility is the door of the Gigantee in the facility is the door of the Gigantee in the facility is the door of the Gigantee in the facility is the door of t

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The appeared Plage. White this is a second s

slide down to the other the other Galacte is killed.

ABYSS

ITEMS FOUND

Item	Occurrence	Remark
Shotgun Shells		
TMP Amme	الله والمساعمة	
Teen Heri		
and Horb	PET CARRELL THE A PARTY	
met Caprage	100 mm	¥
Malabador Euc	A PROPERTY.	
The Court of	-	

From the Bottom Up

Novistadors hover over the pit in the open area. Snipe them out of the air with the rifle, or fire a warning shot to bait them into flying over solid land. Then you have an opportunity to score one of the Novistadors' Eye jewels. In this cave only, Novistadors also drop a variety of ammo and recovery items, and they do not turn invisible. Once you have the enemies' attention, stand in the narrow tunnel and wait for a dozen or more Novistadors to come after Leon





The Two Light Rays

touth the Green Herb in the corner and read the pedestal inscription regarding "two lights." Continue up the path, collecting a Flash Grenade and Shotgun Shelfs. Enter the nearby cave to the west and collect another Green Herb. Press the switch to emit a ray of light

in the main cavern. Naturally this drives almost a dozen Novistadors into the little cave you hide in. Blast them as they attempt to funnel in





TMP Ammo at the corner. Make your cologic cave and head north, then east wall, and take north just home outside the entrance. Blast the studies milling around in the color of Green Herb and press the color of the color of the studies.







Fighting for the Exit

The south exit opens, and another swarm of Novistadors appears

Sprint for the exit, or stay in the side cave and blast the Novistadors as they attempt to introde

Another swarm thes out of their hive as you head toward the exit. Quickly press the

** that the revealed door, move a few steps into the cave and turn around a down your enemies. Or, avoid combat and continue fleeing into the





Pounding Stones

Grant stones mechanically rise and smash into the ground. If Leon is caught under a falling stone he's going to feel a lot worse about life. Wait until each stone slams into the ground, then run forward and underneath as the rock rises. Climb over the rises and quickly drop over the next ledge before the stone falls.

At the midpoint of the passage, throw

Someth on the left. The lever deactivates the second of three stones. Run morthe first stone and stop in the pool of light. Wait for the last stone to then cross under it as it rises.





Outta Here!

Take the Royal Insignia from the pedestal and combine with the Crown and Crown Jewel to form a very valuable treasure. Examine the sareophagus to raise the platform to the surface world

ANCIENT RUINS



Message from the Mistress

Smash the barrels to the left of the merchant's shack to obtain a **Green Herb** and **Handgun Ammo**. Examine the paper posted on the merchant's doorway to read a **Letter**.

from Ada The merchant offers new tune-ups for every weapon except the Riot Gun and Mine Thrower



Hem Occurrence Remark

PTEMS FOUND

Villager Bonfire





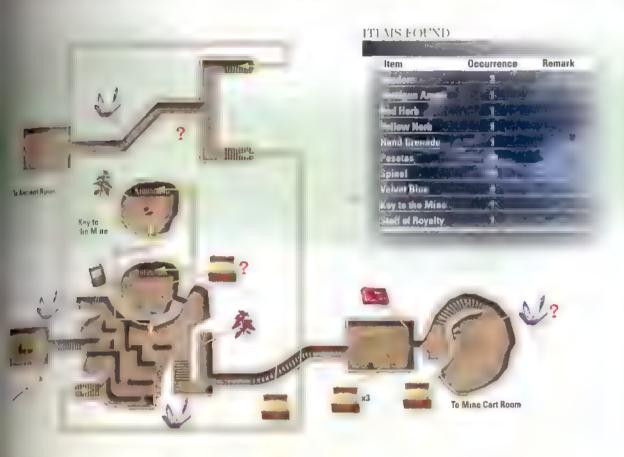
Continue east to lone a tree. Use the sniper rifle to take out the large group of villagers within the ruins. If ammo is searce to cear key tactical points in the ruins where less can climb ladders to escape from clawing hands and blast enemies from above.

The Hidden Mine

Search the rulns for boxes of pesetas lying around as well as other items. The door at the east end of the area is locked and requires a 'sacrifice." South of the exit is a dilapidated wooden structure. Hop through the open window behind the building and smash the barrel on the left for a **Green Herb** Turn the crank to open the pit cover, and climb down.



UNDERGROUND RUINS ENTRANCE



The Dig Site

To user priorion the monolith near the entrance, then head down the tinniel and break a crate on the right to railed in item. Stepping out of the tunnel snipe as many villagers as possible with the handgun and rifle. While

noon, proceed entitionally conditions to be a traps set all conditions to prevent leg to prevent leg to a condition is locked to conditions as well-guarded





Walkthrm

The King's Rod

Open the sarcophagus in the lower chamber under the entrance to obtain the valuable Staff of Royalty. This is also a good place to make enemies funnel into a tight formation where they can be easily picked off.



Slaughterhouse Guards

By now you undoubtedly noticed the chainsaw maniae spinning in circles in the room above λ second chainsaw guy is in the room downstairs. Entering the upstairs or downstairs room triggers the appearance of a mob of villagers. For strategy's sake, open the downstairs door quietly. Snipe the chainsaw man standing idly a few feet away with the rifle. This probably will not kill him, but should weaken him considerably







Equip the shotgun and quickly blast a path up the Interior stairs. Repeatedly topple the ladder outside the structure to prevent villagers from entering, and blast enemies trying to come up the steps

If the heat gets too hot in the upstairs room, leap out of a window. The villagers will follow, and the chainsaw men will not. Blast the villagers as they exit the enclosed area, then return inside and take down the chainsaw guys for 10,000 Pesetas apiece—foss grenades liberally to stun or destroy enemy clusters.



The Mine Key

Smash the crates and barrels in the two-story enclosure to obtain items and pesetas. Take the **Key to the**Mine from the upstairs pedestal, you earned it! Taking the key triggers the appearance of more villagers. Do not collect the item while other enemies still imager. Use the Key to the Mine to open the east door and follow the tunnel.



Ancient Trap

Enter the room with the spiky ceiling and proceed inward a few steps. When the ceiling starts to descend, quickly use a flash grenade to eliminate Las Plagas. Shoot the four gems in the ceiling to stop the spikes' descent. Open the sarcophagus to obtain three hoxes of Pesetas and search the rubble to left of the exit for hidden Handgun Ammo. Continue into the next room and down the ramp.





MINI CART ROOM



To Ancient Rilling

To Underground Avins Entrance

Ride from Hell

such the barrels near the entrance for Shotgun Shells and Pesetas. Collect the Green local and board the mine cart. Hope is a country to the front, and use ritle to snipe the villagers standing on a platforms just inside the tunnel ahead is to the middle ear, shoot the lever at a country to the front car and en over ride Villagers attempt to jump into the necest as it rolls forward on the rails and country to the villagers with the TMP and again before they have a chance to the transport







At certain points along the route, Leon is in danger of hitting his head on a board spanning the tunnel. Shoot the board, or press the action buttons with good reflexes to crouch under it



Derailed

The villagers throw a switch to stop the train between two platforms. One of the attackers is a chainsaw manue, who dreps 10,000.

Pesetas when killed. It you happen to be in position, queckly grab the Handgun Ammo to the right of the rear cart, and the Shotgan.

Shells to the right of the front cart. Then shoot the lever at the front of the train to get the mine cart, back on track. Use it a slatgun.







to blast the villagers and chainsaw manage illegally boarding your train

The mine eart rolls through a tew more passenger boarding points, and more boards spanning the tunnel threaten to decapitate Leon. When the train reaches a sharp spiral descent, it becomes impossible to jump from one eart to another. Face forward and prepare to press the two action buttons displayed onscreen when the eart drops into a chasm. With the right timing, Leon leaps across the gap. Press the action button displayed rapidly to make convince Leon to climb onto the platform.

A Suitable Sacrifice

Open the door and enter the chamber. Search the rubble to the left of the door to find small amounts of **Pesetas**, placed here in connection with the number of enenties killed before they could



board the train. Collect the **Stone of Sacrifice** from the central pedestal to reserve secret tunnel. Enter the tunnel and climb the ladder



Back in the ancient ruins, use the Stone of Sacrifice to open the eur door Board the lift and operate

CATHEDRAL



Hall of Worship



Co. Lig south Zealots cut off want and set Robo-Salazar in at the statue's left hand begins angup and down like an elevator community at three western levels



Platform Switch 1 Platform Switch 2 Elevator to Ancient Ruins

To Tower

Ascend the west stairs and aim upward to shoot enemies on the platforms overhead. Let your bullets topple them from ledges. Head to the closed east gate and give the cultist in red a blast or two. Just be sure not to kill him, so that you can claim what he drops later



Rising in Level

Return to the west side of the room and climb the ladder. Jump onto Robo-Salazar's left hand Allow the hand to raise you to the third level. Blast enemies off of the third level platforms, and then jump across

Smash the pots at the back of the third level to obtain a Spinel. Throw the lever to re-raise one of the platforms in the center aisle of the room. New cultists appear on the east side of the room



Switching Hands

Jump to the center platform and operate the switch. Robo-Salazar starts moving its right hand. If for some reason you should

miss the left hand when leaping toward it, return to the second level of the west side and shoot the central lever to change hands

Rule the right hand to the third level and break the clay pot to

obtain Pesetas. Follow the narrow platform behind the statue. Move the lever on Robo-Salazar's back. Now both hands move. The upturned palms also come together at the top so that the third floor can be crossed more easily













appears. Take them out

Completing the Path

Ride the right hand to the second level on the east side. Smash the pot to obtain a Velvet Blue, and finish off the lone zealot In red for Gold Bars worth 5000 pesetas Smash the pot on the lowest east level for Shotgun Shells, and move the nearby lever to open the gate and raise the second platform to the north. A final enemy set

The Revenge of Robo-Salazar!

Equip the shotgan, then head north up the center aisle. Robo-Salazar comes to life and thremos to stomp Leon. Press 📵 rapidly to sprint. Press 🥟 to dodge a column falling from the left, a 🐷 to dodge one from the right. Press both buttons to dodge two columns

Reaching the end of

the path, quickly blast the padlock off the door and kick it open. As the chase continues on the bridge outside, tap rapidly to sprint and press the two buttons displayed to jump when Robo-Salazar falls, taking out the bridge. Press 🕦 rapidly to climb up onto the platform and enter the tower.





TOWER

7 1 5 (P 5)

Occurrence Remark AMSECT

Salazar's Last Escape

the terse confrontation between Leon and in the tower, press the dodge buttons to the bodyguard's attack. Salazar rides the for but Leon has no such luck. He has to gettle stairs and deal with numerous enemies in Scarch the left side of the room to find kandgat. Annua and a Yellow Herb hidden behind







Burning Barrels

Ascend the stairs until enemies begin rolling barrels down the stairs. Damage from the barrels is severe, especially if a burning barrel explodes near Leon. Wait until a barrel erashes, and then quieldy run up the stairs. Evade the next barrel by following the suspended scatfold to the left



Leon's Turn to Roll

Cross the wooden platforms and slav the cultists dropping from above. Climb the ladder to the level above. Leon finds lamse trick reto the mechanism that issues the barrels. On this one, a group of cultists enters the tower via the hottom door. Pull the switch ently





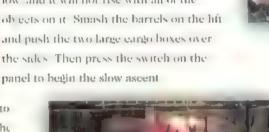
column repeatedly to roll barrels down the stairs. When enemies stop screaming and grouning, descend to the bottom level and kill the leader near the entrance to obtain a cool 5500 Pesetas

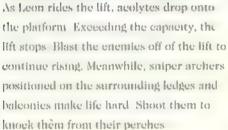
Capacity Load

Follow the spiral stairs back to the top of the tower and take the Green Herb from atop the crate blocking the path. Then return to the level below and board the lift A cultist sniper may be standing on a platform above and behind the lift, and you should take his head off with the rifle before boarding. Smash the barrels behind the lift to obtain Shotgun Shells and an Incendiary Grenade



The weight capacity of the lift is extremely low and it will not rise with all of the objects on it. Smash the barrels on the lift and push the two large eargo boxes over the sales. Then press the switch on the









Tower Top

When the lift is finally allowed to reach the top, follow the path around the exterior of the tower. Smash the barrels to obtain ammo. Collect the Red Herb on the floor at the last corner, and ties drop from the sade of the platform to find a red chest in a cubby-hole containing a Gold Bange Climb back out of the hole and board the small lift. Ride it to the level above

Splay 1 powner The merchant offers new tunes of the Red9, if you still own that old thing. Purchase

. K launcher if you want the upcoming battle to end

r ky If funds are insufficient, at least try to upgrade the





Chapter 4-4

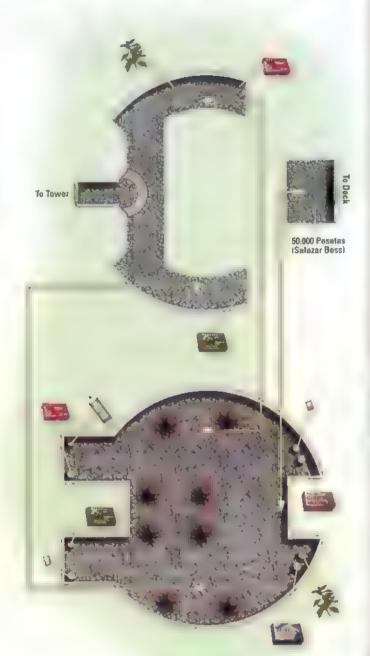
TOWER APEX



The Transcendent Lord

Na., it coodes to make a stand against Leon's advance, and oh what a show he puts on! Both Salazar and his creepy bedyguard are enveloped within some kind of gaart parasite organism, mutating into a pulti-limbed monster





SALAZAR)

Leon faces danger from the control bead as well in the sentuales to atthewaide. The tentucles out his demand it enough to make them withdraw into the wall. However, shooting both tentacine tridiens are attack by the literal head. If this attack is successful, Leon dies instantly. Phirefesis shoot only and af the distribution million in the contract of the c

into the wall, and stick to that side of the room so that vou are fine to attack the central head.



Little in the second of the second of the second with a second of the se mough decreased blacks assessed by the bestie wyonds have a rocker huncher, shoot him with

The bound in the second

enough to reveal the master.





If a tentacle hits Leon he is knocked into the pit full of Plaga below. Toss a flash grenade to

The state of the in history and the pit that city in the pit for bit Chicale

to the distant the remaining door to the next area.



DOCK



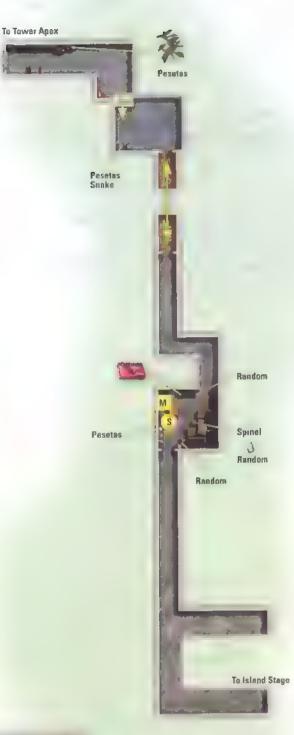
Seaside Retreat

the barrels as you move through the area
 estations of a snake attack. Climb down the the level below, then ride the lift down to aderground dock



and possige to encounter a merchant. The prow offers new tune-ups for the Shotgun car and Striker. Weapons like the Blacktail.

A thin was now be improved to their maximum at which point an "Exclusive" upgrade oan the hased to take the weapon beyond normal with the weapon dealer, also pen the south door and proceed down the sets to enclude is also because it is not take to with an old flame to the sets to enclude is sland fortress.







chapter five

On Saddler's remote island base, the enemies are mainly soldiers and commandos. These are no peasant villagers, they're much sponger and attack with greater ferocity. Certain commandos carry shock sticks that electrocute Leon, an attack from which it takes a few seen ds to recover. In fact, none of the enemies on the island have been encountered previously in the game. Be sure to appead to firepower of weapons to stay prepared for the coming attacks.

SPECIAL AUTHOR'S NOTE

At the start of the Island stage, the game assesses the player's inventory and automatically adjusts the difficulty level to compensate for the possession or lack of powerful weapons. Therefore, while we've tried to present accurate item locations and enemy strategies, some item placement and enemy appearances may change depending upon the weapons owned, aid the levels to which they are improved. Generally, item locations are the same as depicted on the maps, buy you might had a different item than what is listed.





Landing Zone

Proceed into the area until you reach a fork in the path. Continue south and climb the cliffs. Smash the boxes to obtain **Pesetas** and an **Emerald** Then return to the planks and follow the west path until Leon sees Ashley being carried through a large door

the scarchlight
yleaping neross the gap
the buddings, histered
watern to be discovered so
an enemy group emerges
attack Jump back neross the
pand shoot the enemies when
y stand at the edge to drop





The Gatling Gunner

end adgun Ammo on the crates and move left to a portion of wall with a gap. A large enemy toting a Gatling gun drops from the war above. Stay behind the wall and aim through the gap with the er rate. Shoot the Gatling gunner repeatedly in the head until he s, then collect the 15,000 Pesetas he drops. Take out the few other ames in the area by leading them back to the gap and dropping them into the water.



Reflecting Beams

test its and examine the lens on the left to activate a laser beam. Use the mirrors positioned on rooftops around or lest the laser back at the red panel on the right side of the door. Climb to the roof of the northwest building





and turn the mirror to point the reflected beam at the southeast mirror. Press 10 to cancel when the laser reflects of the other mirror

in the ladder inside the southeast structure and collect the Mayam Ammo on the roottop. Rotate the interor so that the laser and hits the red plate on the right side of the doorway to open it



Attempts to Send Leon Back

Go through the opened door. Hop over the sandbags and collect the **Shotgun Shells** on the ground behind. Follow the path south until commandos attempt to drop a boulder on Leon Dodge the boulder and continue into the cave





Break the barrels on the right to find a Green

Herb. Proceed across the wooden planks bridging the gap. Shoot the archer commando in the next cave, as well as another soldier. Collect the Shotgun Shells in the corner near the opening and climb the ladder to the cliffs above



The Upper Level

er can be the nearby boxes to obtain an Emerald Exit the tent, hop over the sandbags and take down the guard to be a count mean north and nump over the gap. Hop through the next window on the right and collect

Riflo Ammo on the table. A
by enemy should spot Leon
lery out. Hop back through
same window and let the
loggy with shock sticks
to fodow. They are easy to
adown as they try to climb
ogh the window.





The Cat Shrine





liead east once in the enclosure, stand back from the red barrel and shoot it to clear the debris out of the way. Climb the raised rock inside the small shrine and open the red box to obtain the Golden Lynx. This treasure mereases in value when three gems are added to it

Los Ganados' Last Stand

x ,d s ric left of the stacked cement blocks north of the building and snipe the crossbow archer on the high ledge and any area nes to it are visible from this position. Continue east to the right side of the other cement block stack and snipe

forest of the enemies from behind cover fortize killing the enemy earrying a rocket amener before he gets a chance to fire it from the exploding barrel on the high ledge to the out enemies on the level above, and shoot maintte-throwers after they've lit their bombs as before they throw them







Run forward once the initial enemies in this canyon are dispatched. Another group drops from the bridge above. Head west through a tunnel and up a slope, blasting the foes out of the way. Continue across the wooden bridge and into a small cave to find Shotgun Shells and a Green Herb.

Emerge from the small cave quickly and drop off the north side of the bridge. Run to the door at the top of the slope and wait for the enemies to cluster below the bridge. Then shoot the wagon full of barrels to send it rolling down the hill right into the enemies, killing everyone. The exploding wagon reveals a small niche in the rock wall where TMP Ammo is stored.

The Back Door

Press the switch to the left of the door bearing Los Illuminados' mark and descend the slope to find the first merchant on the island. The merchant now sells a Treasure Map that reveals the locations of all treasures in the island stage. The Killer7 is also for sale. This is undoubtedly the most powerful weapon in the game next to the rocket launcher—numum. Miller7



Continue south down the passage. Take eover behind the eargo crate on the left and use a rifle to take out the crossbow super and other enemies perched on the building at the top of the hill. Enter the back door of the facility





KITCHEN ENTRANCE

ITEMS FOUND

de a	Rema	Occurrence	Item
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		The second section	Shalls
			and and
			and Connecte
			ALTERNATION.
			eendiary (m and Gronado and Hark

Something Smells...

Open the locker on the left to obtain a **Green Herb**. Head down the corridor and around the corner. Open the white dumpster to find an **Incendiary Grenade** Proceed through the kitchen door and take out the enemy standing behind the shelves on the left

Herb on the counter and open the duralumin case in the back room to find Shotgun Shells





shotgun as you proceed into the kitchen past some rotten

in and a roaster. An enflamed enemy bursts out of the roaster

in a quickly before he seizes Leon to avoid damage. Examine the

illustragment water to find a Hand Grenade, and then continue

in next arc...



Walkimees

MONITOR STATION



Up and Down the Stairs

on that at the armored soldier

a pickaxe. Then dash downstairs

finke out another big guy and a

bow archer. Proceed a few steps away
in the hottom of the steps into the lower
on tragers the appearance of two more
in, who chase you down the steps







Open the duralumin case in the corner to find the Red Stone of Faith, which fits nicely into the lynx statue for a higher overall value. Smash the barrels in the space under the steps to find a Yellow Herb and Pesetas. Then head back upstairs and enter the poor man

which Ashley's cries are emanating. Take the Handgun Ammo across from the entrance, then head around the corner to see what terrible things are happening to Ashley on the monitor. Continue into the next room





ARMORY







To Menster Station



Welcome Supplies

Proceed down the corridor and open a file down on the left to obtain Shotgun Shells. Enter the next doorway on the right to find a merchant. Take the Shotgun Shells from the boxes stacked in the archway between rooms, and smash the glass cabaset to obtain Rifle Ammo.



Let's Get Tactical

The merchant now sells the Tactical Vest, an important piece of body armor that reduces damage by 30% and also changes Leon's look for the rest of the game. New tune-ups are available for the Striker and the Killer? The Striker's levels can now be improved to maximum. At max, an Exclusive upgrade becomes available for the Striker that increases the magazine capacity to 100 shells! If you can afford this, there should hardly be a need to reload in battle for the rest of the game.



or the blue door to the left of the merchant to shoot at the target range if desired. Game types A, B, C, and D are now the allowing you to finally collect bottle caps on every row of the diorama.

Armory Peek-a-Boo

a proceeding beyond the merchant's section of the area, equip the singer of aim through the smashed window on the right toward the garage of Acommando looks through the window on the right, and when he sees he opens the garage door to reveal dynamite-tossing enemies. Shoot of the enemies in the head before he throws his bomb, and the resulting





Three crossbow snipers then take up positions behind the shutter Equip a grenade and move into the room. When the garage door opens, toss the grenade through the door to take out everyone. The enemy who pulled the switch to open the garage door may still be alive, so enter cautiously. Collect the remaining supplies and treasures in the area and proceed through the double doors

STAIRWELL CORRIDOR

Card Key Required

blleet the items in and outside of the small room to the left. Then head upstairs and collect all of the cass marked on the map above. The doors to the

end in a selly muthwest room are locked



and both require some kind of eard key



ITEMS FOUND

R.	Occurrence	Remark
Mile Ammo	1	
Magnum Amenica.	1	
incentiary Grant		
Hoth.		
Briss Pers at War	ch Talifa	
The state of	THE PARTY NAMED IN	
- 19		

Return to the top of the stairs and head east. Open the red wall cabinet on the right to obtain an Incendiary Grenade Continue north and smash a crate on the shelves to the left to obtain Magnum Ammo Enter the double-doors at the end of the hall



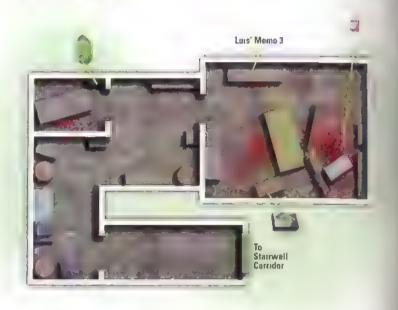
AUTOPSY ROOM

~ 1		_
Item	Occurrence	Remark
Tiell* Arema	1	
Emerald	A TOTAL OF	
Butto Day	and we start the life	THE PARTY
Gold Bars		

The Colored Light Panel

The door to the operating room is locked. Open the door by examining the panel to the right. Turn the blue panels once, then turn the green panels twice, then turn the red panels three times to form a the correct pattern of moving tiles on the panel.





The Regenerator

Enter the operating room and examine the bed on the left to find Luis' Memo 3, regarding Regenerators. Take the TMP Ammo on the ground on the opposite side of the room, and then head behind the partition. Take the Freezer Card Key from the dead man's hands.



nur way out of the autopsy room, the Regenerator in the side

• 1 tetums to life. The means to take this monster out are not

• 1 an mix at your disposal, so flee the room.



Return to the hallway. Another Regenerator in the corridor may knock you to the ground, but you'll just have to take your heks and continue. Use the Freezer Card Key to unlock the freezer door, and enter



FREEZER

111 1 21

t or	Occurrence	Remark
le laint	1	
wen Herb	313	
in disposal for	and kery . I	Kowrite Franzei Card Ney
and Scope	- 1000	Lucker
The same of the sa	100	THE RESERVE THE PARTY OF THE PA

Rewriting the Card Key

Green Herb in the glass cabinet at the back of the stander Examine the first machine and insert the Freezer Above of tweether the sata. This is how Leon obtains the plaste Disposal Area Card Key. Deactivate the cryogenic seater device in the corner.





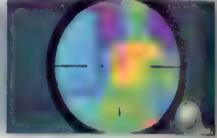
Temperature Control

Revealing a Regenerator's Weak Spot

Head to the tiny portheast chamber and open the locker to obtain the **Infrared Scope**. Acquiring the scope causes a Regenerator () come to like in the main room. Equip the super rifle and the infrared scope and aim at the monster. With intrared, the per sites on the

creature's body are revealed. Shoot all the parasites, and the Regenerator becomes metabolically unstable, exploding into a pile of warm goo. A Regenerator drops **Gold Bars** equaling 5000 pesetas on death





Corridor Regenerators





Exit the freezer to find two more Regenerators in the corridor. Head down the short passage toward the duralumin case, turn around, and use the infrared scope to spot and snipe the parasites on the Regenerator advancing from the north. Then stand in the middle of the corridor and snipe the parasites on the Regenerator advancing from the east

Reenter the Autopsy Room and eliminate the Regenerator left here previously. Smash the glass cabinet in the small room the Regenerator came out of to obtain an Emerald.



Return to the stairwell corridor and head to the northwest door. Use the Waste Disposal Area Card Key to unlock the door marked "Flammable Liquid," and enter it.





WASTE DISPOSAL AREA



Dump the Garbage

Proceed to the next corner and collect TMP Ammo. Open the door quietly and collect the Emerald in front of the control console. Examine the controls, and

use the grab-it device to pick up the enemies and dump them in the trash When the device is moved three times, it quits working. The remaining enemies barge into the control room, so stand your ground and take them out





Drop into the lower section and collect the **Green Herb** behind the dumpster. Examine the edge of the area to learn an important clue. Head through the door in the corner and collect more **TMP Ammo** at the corner

Proceed upstairs to the security room and collect the various items on the table and in the corner lockers. Continue to the next area

CONFINEMENT CORRIDOR



Ashley's Holding Cell

Head down the corridor and open the red cabinet on the right to obtain Handgun Ammo. Follow the sounds of Ashley screaming to find her cell, guarded by two huge and armored guys. Blow their heads off and collect the Pesetas



they drop. Examine the door to make Ashley quiet down, then exit through the northwest door

ADMINISTRATION CORRIDOR



Strange X-Rays

Head down the steps and collect the Shotgun Shells on the left. Open the door to get the enemies' attention, then retreat into the corridor and let them funnel through the doorway for easy kills. Gather the weapons and ammo on the upper

level and descend the steps. Scarch the crea under the stairs to find Magnum Ammo





with next corridor. At the end, go

exit the south door to find a Green

ty curter. Then return to



RESEARCH LABORATORY

WALCEND

31	Occurrence	Remark
house Shells		
A Alema		
THE America		
Innuis America	TAS MEST	
Red Herb	A THE PARTY A	F-6.
Break Hork	NAME OF TAXABLE	
Storage Hoom Sace	TO THE PARTY OF TH	
	100	

Carpone

Enter the Iron Maiden

total and through the door. An Iron taken enters the lab. Note that this version of a secentar has something lodged in its abdomen who acres y shooting the many parasites remights body is not enough to kill it. Continue total the Iron Maiden or throw a grenade even or channaling the parasites. Rifle Ammo is





Ashley's Waiting, but ...

which creature dies, it drops the Storage Room Card Key Now to extree Ash.ev' However commune exploring the room and pick whe many items and ammunition located around the lab. In the second rotate the red valve to open a compartment containing see Rifle Ammo. Before going back to save Ashley, go through the eartheast door



COMMUNICATIONS TOWER

ITEMS FOUND



Comm Tower Crows

Take one or two quiet steps and aim at the lowest beam of the tower support arch. Six crows are perched on the beam. Shoot them one by one to obtain Pesetas x3, a Flash Grenade, Gold Bars worth 5000 pesetas, and Handgun Ammo. It you accidentally scare them off, leave and reenter to reset the crows to their initial positions.



Answered with Static



The merchant farther down the path has no new items or upgrades, so tune up the things you own. Smash the barrels to obtain items and ride the lift to the top of the tower

Exit the lift and move left to find a **Green Herb**. Enter the control tower and approach the console. Leon's calls for backup go unanswered. Turn left and collect the **Shotgun Shells** on the counter

Rescuing Ashley

Return to the Administration Corridor. The enemies have cooked up a little ambush for Leon at the stairs. Use the handgun to trip enemies running downstairs and shoot them while they are down. Snipe crossbow archers positioned at the top of the stairs. Continue backtracking to the confinement corridor and use the Storage Room Card Key to open Ashlev's cell. Move to the back of the storage room to reunite with the President's daughter.



WASTE PROCESSING PLANT



Extraction to the Escape Point

Shotqun Shells on the table and to lead Ashley to freedom. A Paper At plant flies through the door a factor a friendly tip rumand Ashley to stay inside the table to a factor and walk outside to





so the Wiste Disposal Area. Kill the three enemies in the security room. A fourth enemy locks the exits from the room so that their press the switch on the console to open the exit. Three more enemies charge into the room and lite on top.

theorem Ashley in an instant
a bant face and blast them
the shorgan. These enemies
a particularly weak, so
as stock should be all that is
seeded to kill them. Enter the
thage dump area and proceed
the ledge. Leon and Ashley
mount the curkness below





The Waste Processing Plant

act and Ashky wind up in a Waste Processing Plant. Equip a sinper rifle and the Infrared Scope. Throwing the lever to get a rings an Iron Maiden to life. Lead Ashley under the gate and throw the switch to lower the bars, slowing the





monster considerably. Run farther back in the room and command Ashley to hide in the green dumpster on the right. Collect the Rifle Ammo east of the dumpsters.

Open the next gate and close it behind you. Then back up and shoot the parasites on the Iron Maiden. When it opens the gate and heads toward your position, shoot the exploding red barrel to inflict some solid damage. Continue attacking the monster until it implodes.





Push the Container to Build a Bridge

Whistle for Ashley, Lead her to the large red container blocking the bridge across the sewage. Stand on the right side of the container and start pushing. Ashley helps, and the two of you push it into the muck. The sewage can now be crossed.

The Second Iron Maiden

Make Ashlev hide in the green dumpster in this area. Collect the Rifle Ammo in the northwest corner and the Green Herb against the south wall. Going for the herb another from Maiden should spot Leon. Stand beside the red exploding barrel and blast the parasites off the from Maiden's body as it advances. As it closes in turn, and run to the northwest corner and then shoot the barrel to and here.

ereature Continue shooting the monster after that until it explodes. The Iron Maidens In this room each drop 20,000 Pesetas

Whistle for Ashlev and make her help you push the next red container out of the doorway Continue to the next room





INCINERATOR

HTAIS FOUND

Item	Occurrence	Remark
Handgun Amm	1	
Shnigun Shell		
Red Hern		
Groon Hurb	1	
70.		-

Walking into an Ambush

Command Ashley to wait near the entrance, and charge forward to take on the enemies in the corridor





• the area is clear, open the double doors and head through the

1 of chamber into the next room. When Leon and Ashley drop off the

enomies barge into the enclosure through the door on the right. Blast

and own with the shotgun, and try to knock a few in the central pit.

The Wrecking Ball

on a mad dash for the control room in the northwest corner Examine to the on the wall and choose for Ashley to pull the lever. Back into

t apting to come through
doorways Either continue
ong enemies until none
show up, or escape
the total ledo is as
the set existence and the
a trans way with the









To Incinerator



Item	Осситепсе	Remark
Santana Stant		
The second second		
THE PERSON NAMED IN		
Joonal Services	mode .	
and Harb		
tion that	STATE OF THE PERSON.	
Andreas de la Contraction de l		_
miles Herb		
May May	1	
2764		



Hide and Seek

Take a few steps toward the shutter door and listen for the sounds of a monster on just the other side. Open the shutter to reveal the Regenerator, then quickly lead Ashley into the west room



Stand in the northwest corner of the room and aim through the bars on the door. Shoot the parasities on the monster with the infrared scope. The Regenerator drops 5000 Pesetas. Open the eage and the refrigerator in the room to obtain a grenade and ammo-



Lead Ashley south in the passage until another Regenerator is spotted. Turn around and head.

north, then east into another side room. Stand at the back of the room and wait for the Regenerator to barge in 18 asi the parasites on it to full it and collect 5000 Pesetas Prese the switch in the southeast corner of this room to unlock the shutter at the south end of



The Amazing Door Opening Duo!

The shutter opens only part way. Send Ashley under the shutter to open it from the other side, then continue to the intersection in the passage and collect the Yellow Herb

Enter the room to the southwest to find a mereli int, ind a typewriter. Open the locker near the mereliant to obtain a Red Herb The merelunt offers nothing new, so tune up existing weapons



Lead Ashley back out to the passage. Guide her to one of the levers on either side of the door. Command her to wait near the lever, then move to the other lever.



and operate it. The lights above the door gradually turn red, indicating a kind of countdown. Press 🕒 when the center light comes on not before and not after Exit through the door

BULLDOZER AREA

11/1/11



Slow R de

I up with the items lined up on larside of the room, then elimb onto flatbed of the buildozer. Buckle your tash, because Ashley is driving! As youls the buildozer out of the garage emes pour out of the side area and dempt to jump onto the vehicle. Blasting theore, they jump onto the dozer may easier, but then you cannot collect trems they drop. Allow the enemies to stas close as your comfort level allows









Collision Course

When the buildozer starts going around a really long curve, a truck approaches from behind, honking and threatening to ram the dozer. If the

truck hits the dozer, then you can imagine the outcome. Shoot the truck's engine to make it burst into flames. After another wave of enemies make a dash for the dozer's flatbed, the truck starts up and tries again. Shoot continuously to slow the truck If you reach the next room without letting the truck collide, it will not bother you again.





Activate the Lift

Ashlev stays in the dozer, and Leon must climb to the upper level of the room to throw the switch to activate the elevator platform and raise the dozer. Climb up either ladder and blast through the enemies as fast as possible. Whichever side you climb up, the enemies run around the





other side drop to the ground and try to attack Ashley. Additional foes drop from the levels high above. Snipe any enemies that get in the back of the dozer. Smash the crates and collect the items on the upper level. Pull the central lever and get back on the dozer.

The Last Haul

When the dozer reaches the top level, equip the TMP and try to sinple enemies on overhead platforms before they drop into the flatbe. Additional groups attempt to board the rig from belund. Use flash grenades to eliminate multiple exposed parasites when needed. Went the shell sound of a truck from blares, face the front of the truck and fire at the grill of the oneoming truck to sidetrack it. Ashley crashes into the building to the side, ending the buildozing fun.







MESS HALL

Nothing to Eat

Collect the Handgun Ammo near the bulldozer wreckage and proceed into the next room. Open the cabinet around the room to find ammo and Gold Bars. The duralumin case on the north wall contains the Green Stone of Judgement that fits into the lynx statue. Tune up at the merchant, and collect the Pesetas on the shelf by the exit.



ITEMS FOUND





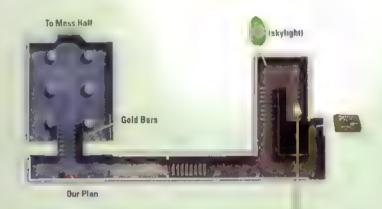
a. Jame the next room for a confrontation with scaller Ashley is kidnapped again. Will Leon ever

o losing the First Daughter?



CHAPTER 5-3

BOILER ROOM



7	115	1.	1	1)
		_			_

129	Occurrence	Remark
igun Shails	2	
in Gronado 🔊	THE REAL PROPERTY.	
Tier .	C. C. Santa	
ins (Box)		Lecker
	to Million	1000



Man on Fire

y daishing out of the room after Saddler and Ashley because they are not a gone. Search the east mehe next to the stairs to find **Gold**.

Bassworth 5000 pesetas: Ascend the stairs and read the document on an endical. Our Plan.





Proceed into the next room. Continue east and shoot through the boards covering the supervisor's room nearby to kill an enemy inside. This activity should alert other foes on the ground, who try to meet Leon on the stairs. Take out the enemies, and shoot out the skylights over the stairs meanwhile to obtain an Emerald.

Take out the archers positioned on the stairs and in the corridor

in front of the boilers. Collect items upstairs in the superintendent's office, then return to the lower level and head west behind the boilers to the storage room. Collect the Flash Grenade and the random amount of Pesetas appearing in the storeroom, then head to the southeast door.

Remark



MACHINE ROOM

Item Occurrence

Meeting of Rivals

Go through the corridor into the next room Collect the **Shotgun Shells** on the floor and board the lift. Cross the room until Leon encounters his old training commade, Krauser





chough the char stees art
ang, do not let your guard down
runnate During the scene, be
really as we randomly
teterained buttons to survive
the steel steel deathblow knife





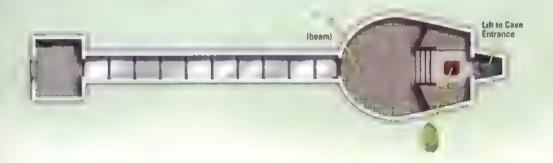


When Krauser throws Leon to the ground, prepare to tap one button rapidly. When he threatens to press his dagger into Leon's chest, rapidly press the button shown and then switch to the other button when indicated to hold off Krauser's knife

After surviving the scene, head east, drop off the platform and exit via the northeast door.

THRONE ROOM





Memma Told You Not to Play with Lasers...

Scority outside Saddler's sitting chamber is understandably tight finer the corndor and walk forward until three laser beams appear walk through the beams when the horizontal one is rising and the two remains are spreading apart. Continue down the corridor until five beams appear in front of Leon. Two of the beams form a triangle and then spread apart, and this is when you should run through the array



An impassable number of laser beams appear in the corridor, and the entire array slides toward Leon. Press and the instant they appear onsercen to dive through the beams



Take a few steps forward until a dozen beam emitters appear on either side of the room. Keep moving forward and press and to dodge when the emitters activate, and again when they slide toward Leon



The final test comes when the switch to the right of the door is pressed. A large number of beams come at Leon from behind. Move several steps away from the exit toward the beams, so that the lasers are not traveling at too high a velocity when they arrive at Leon's position. Then press and to dodge the lasers for the final time. The door finally unlocks and you may enter the familiar-looking room.

Sit Where Evil Sits

Standing at Saddler's throne, turn around and look at the wall above the door. Shoot the glimmering object off the wall to obtain an Elegant Headdress. Examine the throne from the front to obtain an Emerald. When the 'e' action appears, press. to see Leon act weird for a moment. Go through the door behind the throne and ride the lift down into the caves.







Heading for Danger

Descend the stairs, and then search the area beneath the steps to find a Green Herb and an Emerald Follow the passage east until reaching an open area where a merchant stands. Examine the ammo boxes to the left of the merchant to find Luis' Memo 4. The merchant offers new tune-ups for the Broken Butterfly and the Killer7. You may now maximize the levels and capacity of the Killer7. Enter the small room behind the merchant to obtain a Red Herb and Magaum Ammo



U3 PLAYGROUND



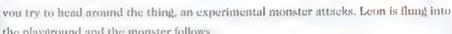


Playing With "It"

Move toward the edge of the abyss and head left of the bridge into a r mapen eage to obtain a Yellow Herb. Cross the bridge and collect TMP Ammo near the bonfire in the tunnel



Equip a shotgun and continue into the next large area to get your first look at Saddler's sadistic little playground. As



the playground and the monster follows

The First Jettison Rig

weak growter with the shotgan until it leaps out of sight. Collect the Shotgan Shells near the opening. Head north and west to a shutter door. Blast the green light to the right of the shutter to open it, and operate the console beyond









Return to the middle aisle and be ready to dodge if the monster attacks from above. At the south end, head west to find a Green Herb Then go east and blast the green light to the right of the shutter door to open it. Pollow the passage north to another console and press the button.

Leon has only 30 seconds to get out of the container before the whole thing drops into the chasm below. Naturally the monster attempts to interfere, so dodge its attacks and avoid counterattacking as you head to the eastern exit

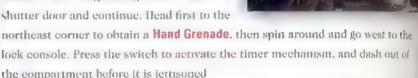


Compartment Number Two

In the second compartment head south to find Pesetas. Then head east only to be attacked by the monster again. Blast it out of your path, and then go south and then east to find a lock panel



Press the button, then head back toward the middle aisle and examine the north shutter. Blast the green light above the shutter door and continue. Head first to the





Head to the right and press the first switch to open the red shutter door. The monster enters the compartment and mutates. Quickly press the button shown to cut Leon' leg loose of its grip. The monster's only weak spot now is its new head with pincers

Move up the middle corridor to the other side of the container. Follow the path to the north side and shoot through the gate to hit the green light, opening the shutter door

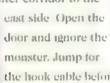
Return to the west side of the compartment and go through the open shutter door to find the lock console. Press the button and then run all the way back through the center corridor to the





east side. Open the door and ignore the monster. Jump for

the hook cable before the compartment is jettisoned, a in with the monster





Equip a magnum handgun or the mine thrower and move forward. The monster elimbs right out of the pit for a confrontation







Exit the Cavern

When the battle is won, head north and go through the door on the right. Follow the passage to an open area, and search to the right side of the stairs to find a **Green Herb** Board the trolley on the west side of the rise and ride back across the chasm to the point where Leon first encountered the U3. Collect the **Green Herb** on the trolley platform, and then ride back and climb the ladder



CAMPGROUND

LIFAR FORM

Item	Occurrence	Remark
adgus Amme		
Matter Skall		
TMP Arama		
Hund Grevatle	BON BRITA	
Yellow Here	THE REAL PROPERTY.	-
Paseias (Baxil)	THESE	-
Gold Wenn	410	
Emerald (191	
Nius Stene of Treason		

Surprise! BOOM!

Climb the second ladder and collect the ammo and grenade in the room. There's a number of villagers camped outside, so it is important to move quietly. Open the door softly and use the knife to smash the barrel near the fence to obtain Handgun Ammo Equip the sniper rifle and step to the edge. Search the campsite below and aim at an exploding barrel near the villagers standing around the fire Shoot the barrel to set off a chain renetion that blows up most of the eamp. Contend with the one or two villagers left behind





Tent Hale

hall over the eamp to find items. The path to the north is fenced a reasonable over, then go under. Enter the tent drop down the



Shoot the shiny thing in the ceiling near the ladder to obtain an **Emerald** Head down the tunnel and enter the first



passage on the right to find the **Blue Stone of Treason**. The Golden Lynx statue can now be completely upgraded and sold to the nearby merchant for 35,000 pesetas

Continue north and search the small cave to the left. Smash the crates to find Gold Bars worth 5000 peseus in the merchant's area, read Knuser's Note on the table next to the typewriter. The merchant offers new tone-ups for the Broken Butterfly. The blue door leads to the target range



Climb the ladder and smash the barrel in the corner to obtain Pesetas. Enter the double doors



FORTRESS RUINS



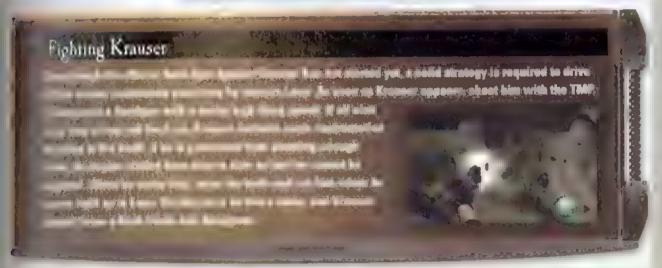
Conflict of Interest

If it is the door on the right has a finer lock, and it will not open until the timer goes off. Krauser soon shes through the door and enters building, so move quickly. Collect the Green Herb and smash the crate for Magnum

Arms and kinser on the said with he a MP to the angle and keep trying the results much be thrown to the said supports





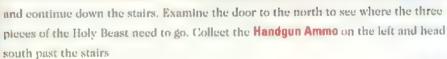


Fighting for Every Inch

con opens. Rick through the first time, the timer lock on the gate toon opens. Rick through the door and walk north cautiously. Krauser less behind one of the broken walks in this passage. By walking slowly the literaction can spot him in time to shoot him.



Collect the Shotgun Shells on the left side of the walkway





A Quick Bit of Sniping

Krauser is on the building at the other end of the central bridge. Take cover behind one of the pillars to the left and use the sniper rifle to hit him. Continue sniping him after he jumps down and tries to run your direction





lump inside the building. Collect the **Shotgun Shells** and smash the barrel for a **First Aid Spray**Climb up to the roof and collect some **TMP Ammo** Drop down the side of the building and head east

First Piece of the Beast

Collect the **Green Herb** in the passage and ascend the stairs to obtain the **Piece of the Holy Beast**, **Panther** Then prepare for a showdown against Krauser. Press the dodge buttons to avoid a grenade he throws. Drive litm off in the usual manner, and then collect the **Red Herb** and **Handgun Ammo** in the area









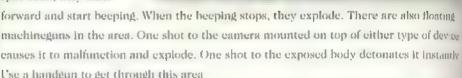
To raise the gate barring the exit, push the statue out beyond the corner. Then push it south and work it onto the pressure pad. Pull the lever near the gate to raise it. This is a continue point, in case you die or want to retry after this.

Krauser's Toys

Move around the north side of the house, and you'll spot Krauser's shadow on the ground. Toss a grenade to drive him out, then fight him in the usual way. Throw the lever next to the gate to open the lower area, and drop down



Krauser has installed nasty little robots in the lower area. Once they spot Leon, they dash



Shoot the two robot bombs south of the landing point. Collect the **Green Herb** and **TMP Ammo** across from the ladder, and head south. At the corner, shoot the camera bomb burrowed in the ground. Then wait for a machinegan robot to float in from the right and shoot its camera.





Head for the High Ground

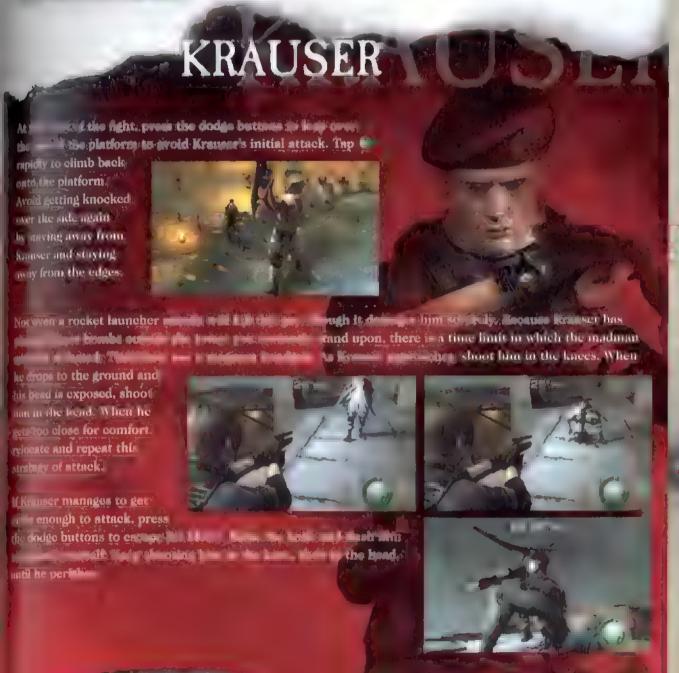
Iteal—the southeast corner, look north and shoot the two camera bonds in the passage. Proceed into the open. When Krauser addresses Lean, press (1) to respond. If you do not respond in time, an indimonal scene between the rivals is missed. Two robots come after Lean lot—to; the exent.





Enter the eirenlar tower and collect the Yellow Herb

Ascend the stairs and climb the ladder. Head east across the roof and collect the Magnum Ammo and Green Herb. Then return to the west side of the platform and collect the Piece of the Holy Beast, Eagle. Just one puzzle piece remains, and you must get it from Krauser himself?



Resurrect the Holy Beast

When Krauser chokes his last traitorous breath, search his body for the Piece of the Holy Beast, Serpent. Drop down through the ladder hole to the level below Exit through the doorway at the base of the ladder. Hurry, because you could still be caught inside the building when the bombs go off Speaking of bombs, the demolition is worth sticking around to see. Assemble the Holy Beast on the door, and continue to the next area



CHAPTER 5-4

COMMANDO BASE





Call to Arms

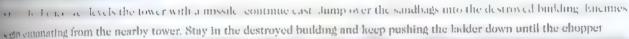
to Green Herb near the entrance, use the typewriter it to site on mine up the hill. Leon faces an army of commandos to some instelly, an attack helicopter covers him from the air

ty the become a small war?



After the chopper takes out the enemies near the entrance,

run forward until a ghoul mounts the machinegun turret on the nearby tower. Take cover behind a post on the right, and then dash into the nearby tent between machinegun bursts



wings around to provide cover to, wings out the enemies. Then up down to the area below.

Alect the items in the irrea, then die how to get through the er and lower gates to the next atten of the base.





Working with Helicopter Support

The helicopter pilot passes back and forth, strafing the ground to pick off clusters of enemies. Leon may still have to deal with a few single enemies. But when the commandos have Leon pinned down and unable to move, the helicopter usually moves in and strafes the area. The pilot targets certain towers around the area, mainly where machinegun turrets are placed. Stay away from these areas until the chopper pilot gets around to firing a missile and taking out the building. He usually shouts "Take Cover!" or "What are you doing? Jet out of the way!" when he's about to bomb a structure. Listen for these important radio cues as you proceed. The way to get through this area with the least damage is to proceed cautiously, assess the situation from a position of cover, and move in after the chopper clears a path for you.

Two Paths of Approach

There are two ways to get into the next sector of the base. One method is to break the large padlock off the gate in the lower level and proceed through the next area. In this case you must deal with several enemies on your own without supporting chopper fire. The other path in is to return to the upper level and head toward the gate to trigger the appearance of enemies. There are scores of enemies that may get out of control, but the chopper can provide covering fire the whole way. Decide, then move your butt agent!



Path One: Crossing the Bridge

When taking the upper area route, move toward the large wooden gate until enemies appear on the platform above. Hide behind the metal wall on the right. Dynamite-throwers should take out any enemies that drop to the ground for you, and then all you have to do is wait for the chopper to blow the gate







When the blast debris settles, climb up the ladder on the left to find a **Green Herb** Because the gate in the lower area was broken down in the blast, enemies may start climbing up after Leon from the level below. Stay at the top of the ladder and pick them off as they try to climb up. Then drop to the level below and cross the bridge.

Attempting to cross the bridge triggers the appearance of an enemy on the turret atop the next tower. Retreat and seek cover behind the metal wall again. Let the enemics hop out of the tower and cross the bridge, then blast them as they come around the corner of your wall. Wait until the chopper obliterates the tower, then cross the bridge.





Path Two: Tunnel under the Tower

In the lower area, blist the enemies out of your way and smash the barrel in the corner near the fence to obtain a **Yellow Herb**. Head through the tunnel. Climb the ladder at the back of the tower.



Head around the side of the building and shoot the barrel to obtain a Flash Grenade. Shoot the exploding barrel beyond the fence to eliminate enemies congregating in front of the building. Go through the side door.



The Shutter Door Lever

Collect the Green Herb and Handgun Ammo made the north tower. Press the red button to open the northwest door, and proceed a few steps through it. A Gatling gun commando appears on the ridge across the area.





Quickly run across the midlevel and seek shelter from the Gatling gan commando in the small worden structure. Stay within this hollow and blast the few commes that come after Leon







When the enemies stop coming and the Gatling gun is not firing, dash up the steps to the top level. Use the sniper rifle to hit the Gatling gun commando in the head repeatedly until he dies, then grab the pulley and slide down to his perch. Collect the 15,000 pesets the gunner drops as well as the Hand Grenade in the corner

Drop from the gunner's ledge and pull the lever to open the shutter door Drop to the ground and collect Pesstas from the barrel at the edge of the pit Before proceeding through the shutter door opening, search all levels of the trea for ammo, herbs and money. Then head through the shutter door

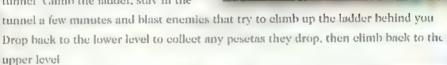


Trapped Between Mounted Machineguns

After the shutter door closes behind Leon, quickly run forward and press (



Between volleys of machinegun fire, stand up and run to the left into a tunnel. Climb the ladder, stay in the



Between turret bursts, run out to the open area and stay behind the tall metal wall to hide from turret fire. You can crouch behind the low metal wall to the left. Stay under cover here until the chapper fires missiles into at least two of the towers in this area.





The Shutter Door Locks

When the towers to the north and south are gone, wait for the last machinegun turret on the ground to fire and stop. Then quickly run around the upper level walkways to the square area where the north tower previously stood. Collect Shotgun Shells from a smashed barrel at the back of the square platform.





Stay behind the metal wall and shoot any enemies coming up behind Leon from the east. As they walk near the edge of the square hole, shoot them to make them totter and fall to the level below. Wait until the chopper destroys the tower at the west end of the area, then continue west



The shutter door at the exit closes. Kick down the gate barring the path and flip the red switch to remove one lock from the shutter door covering the exit.



Opening the Shutter Door over the Exit

Now return to the square area and drop through the hole to the ground level. Head straight south to collect **TMP Ammo** behind a broken walf. Kill the gunner behind the central turret If needed by waiting under cover until he shoots, then run behind him and blast him.



Kill the last dozen or so enemies remaining in the area on your own, and clumb the

ladder for the southwest platform. Move toward the shutter door and throw the second switch to open the exit. Drop back to the ground and continue through the double doors to the next exit.



TEMPLE ENTRANCE

EFFMS FOUND

Item	Occurrence	Remark
Salana Shalle	1.3	, P
100	A CONTRACTOR OF TAXABLE PARTY.	
The same	CAL	
reen Herbi		
hat Aid Spray	THE RESIDENCE TO LABOUR.	
	A COLUMN TO A COLU	- 2
ينده كالمطبعة ال		



Mike's Farewell Fire

If the stress the stress. After the helicopter kills all the enemies, collect the items dropped. Turn back toward the

y to obtain a First Aid

Spray Shoot another Emerald

if of the column on the north

ige of the area. Head toward

as northwest door, collecting a

Green Herb on the right edge of





William .

TEMPLE CATACOMBS



Give Your Girlfriend Pearls, not Bruises...

Head forward and drop down the ladder loc. Check the stone behind the ladder to obtain a Pearl Pendant. Head into the next room and collect the Handgun Ammo on the crate. Continue through the next passage and enter the double doors.





PENITENTIARY

ITEMS FOUND

Item	Occurrence	Remark
Links on Shall	1	
	of Total Par	
-	The same of the same	
moh Gronade		
Mark	A CONTRACTOR OF THE PERSON	8
The same of the same of	The Thomas	
- College Aug 1		

Creepy Confinement

Use the typewriter on the desk if desired, and open the drawer behind the desk to obtain Magnum Ammo. Collect the other items in the room near the entrance before proceeding farther into the prison.





Open the red bin to the left of the south doorway to find a squirming sack of flesh. Shoot the flesh bag. Now move to the opening to see.

Regenerator coming down the corridor. This one is especially tough, with the stamma of an Iron Maiden though none of the abilities. Use

the infrared scope and super rifle to blast the parasites off it, then blast it with a shotgan or other weapon until it destabilizes and explodes. Collect the **5000 Pesetas** it drops

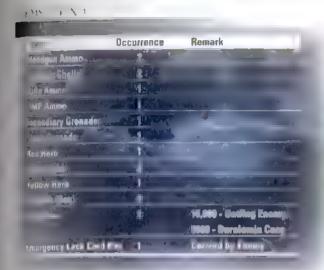
Head down the center aisle. Kick down the first cell door on the right and collect the Rifle Ammo in the cell. Collect the Red Herb at the base of the broken stairs below the exit. Move to the left of the stairs and climb up onto the platform to reach the exit.







DOUBLE-SECURED YARD



The Final Army

Collect the Green Herb below the stairs and smash the crate for a random item or money. Reload all your weapons, then head around the corner and take out the crossbow snipers behind the sandbags. Supe the enemy through the window in the upper room too. Continue shooting everyone until another Gatling gun-toting enemy omerges. Get atop the center platform and snipe him in the head until he dies. He drops 15,000 Pesetas, so move to his position inside the middevel warehouse as quickly as possible before the eash disappears.







Two Locks and a Card Key

Examine either of the green-lit consoles on the midlevel or the exit door to the north to ingger an event where an enemy withdraws a card key from the lock system. Then take out the enemies in the area, using the exploding barrels on the ground level to your advanced

One of the enemies drops the Emergency
Lock Card Key. Reinsert the eard key into
the security system in the northern room on
the uppermost leve. Their press the green
buttons on two consoles in two rooms on the
midlevel to open the north door.







Head through the north door and down the stairs. In the bottom corridor, shoot the two gavs holding shields, and use a flash grenade to eliminate resulting Las Plagas. Open the eage on the south wall to obtain **Shotgun Shells** and proceed to the next area.

CAPSULE ROOM







Ashley's Moment of Fate

the finally rescues Ashley, and the two find themselves trapped in a corridor Proceed through the double doors to find a merchant allow the path to the immediate right into a small niche and shoot the two barrels to find **Gold Bars** two times, equaling 10,000 pesetas total.

TMP Animo and Green Herb near the wall, and pick up the last Maro, the arther rocks to the right of the exit





Bit of Advice for Ya, Stranger

The marchant offers nothing new. Still, take the opportunity to sell off extra ammunition and weapons lacking ammo that are not very useful anytore. Then proceed through the southeast door.

Walkthrough

SURGICAL EXTRACTION ROOM



Parasite Removal Machine

Take out the enemies in the corridor with grandes and shorgun blasts he west leads back to the capsule from previously seen during the cinema where Leon just rescued Ashley Returning to this room is worthwhile in order to collect the Shotgun Shells, Magnum Ammo and Bed Herb marked on our maps for those areas







Return to the lower corridor and open the double doors at the south end. Leon and Ashlev finally extract the Plagas in their bodies. After the chapter ends, head through the south doorway and ascend the stairs. Collect the Yellow Herb. Shotgun Shells and the file titled Our Mission to learn what Saddler intends



final chapter

PLATFORM BASE

ITEMS FOUND

Item	Occurrence	Remark
TMP Ammo	المناشقين ألبيسط	
Green Herb		
esetas (Bex)		

Last Visit with the Merchant

Grab the Green Herb in the corner to the left of the entrance, and smash the crates near the merchant for other items. Confer with the merchant and self off all treasures and unneeded weapons. Keep a shotgun for sure, and a rocket launcher if you want to end the game quickly. Tune up the



shotgun as much as possible in power and magazine capacity Then head down the stairs toward the elevator



CONSTRUCTION PLATFORM

ITEMS FOUND

liem	Occurrence	Remark
andgun Ammo 🗼 🔻		
hotgun Skelfa	A STATE OF THE PARTY OF THE PAR	
issen Hero		
dagnilini Accesso		
and Grenade	THE PROPERTY OF	
acket Launcher (Sye	cial Recket	- 60
st-ski Kay		



SADDLER

The same to lenjoy. Damage the manney leadily be the same leadily be the smaller area in his legs them

the shall be eye to make the entire monster colleges to pain. The sychall is easier to hit with a spotgun.



Missing Control of the Control of th

The provided from the control of the control of the proof of the proof of the control of the con





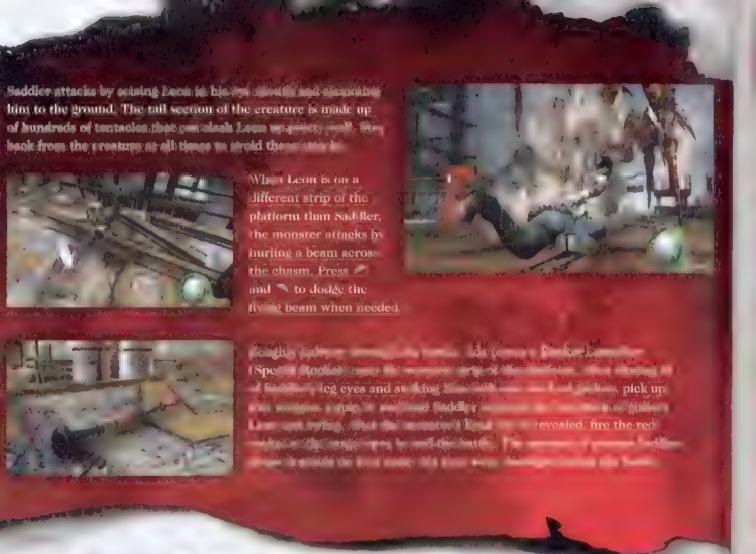
the platform, pull the lever to swing a stack of girders into the monster. This causes Saddler to collapse and tremble, so that another better the collapse performed.

The area consists of the

starts to blink, be ready to pre—the two dodge buttons shown just might make it. Rapidly

A STATE OF THE PARTY OF THE PAR

Walt De Land



LAST ESCAPE

l'imer explosives set all over the island are triggered during the events following Saddler's very fortunate death. Race back to the elevator quickly and reunite with the President's daughter. Lead Ashley through the escape tunnel to a small cave where a jet-ski is parked. Use the **Jet-ski Key** obtained during previous scenes to start up the jet-ski



Only a short amount of time remains before the island goes kabboocy, and you must pilot the jet-ski down an extremely long timael. Pash the thimbstick up to accelerate, and tilt it left or right to dodge obstacles appearing in the path. Swerve to one side or another it short through open timinels and avoid sta agmites jutting above the water's surface from the cave floor. As explosive start going off to take





left or right, watch out for large rocks to start falling into the water and avoid them. When you see light at the end of the tunnel, gun it! You've got to get the President's daughter out In time!

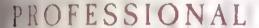
Rankatis and homes es

EXTRAS MENU

trick the great council to railock an all-new menu with an all telegrand. Move the thumbstick left or right to control trick trick and when starting a new game, you may choose by a tession a mode. New mint games available include the right of the Mercenaries.



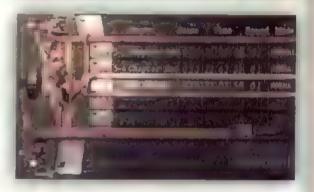




placements are the same, but enemies have greater resistance

ROUNDITWO

crelearing the game, record a clear game save to a memory earl inserted in Slot-A of the console. Then load this save to play wher game, with all of the items, treasures and pesetas that were only in your possession when you ended the previous play through the merchant's menu opens, and you may buy or self-items before varing free new bonus weapons have been added to the shop list, so collect your prizes before continuing

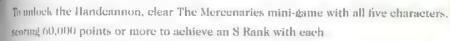


Bonus Weapons

When starting a Round Two game, the player has an opportunity to use the merchant's menu before starting. New weapons are available in the list as a reward for completing the game.

Handcannon

I us free .50 caliber magnum is not compatible with the .45 Magnum Ammo found throughout the game, so do not make the mistake of selling the merchant your magnums. The Handcannon is something of a paperweight at first, but after purchasing several expensive tune-ups an Exclusive upgrade becomes available for the Handcannon that enables infinite ammo! Save up your pesetas









Matilda

This expensive new weapon fires Handgun Ammo in three-round bursts. While it consumes ammo quickly, enemies can be eliminated much faster. Can be upgraded to become an extremely powerful weapon with a 100 bullet capacity!



Infinite Launcher

Imagine getting a rocket launcher that fires an unlimited number of rockets—nice, huh?

Although the price is high, you can decimate entire villages with a single shot!



SPECIAL COSTUMES

When starting a new game or plaving a Round Two game, a new option appears before the game starts. Chose the Special Costumes options to change the way the main characters look. Leon kicks it old school in his original Raccoon Police Department uniform from *Resident Ecil 2*. Ashley wears pop sensation clothes that enhance her ballistics, as Luis would say and Ada wears her black outfit from her mini-game, "Assignment Ada."



ASSIGNMENT ADA



In this short mission, Ada Wong must infiltrate the Island base and recover five Plaga Samples. The samples must fit into her small attache case along with her Punisher, TMP and semi-auto Rifle, so heavy item management is a must. Ada has no knife with which to break crates and barrels, so you must fire builtets to obtain items. Do not worry about killing every single enemy, and proceed to the next area as soon as possible.





Must make iting the beach area, avoid toppling enemies off edges into the water. Otherwise. Ada may run short on animo in the least the rear entrance and crawl through the vent duet to get inside the building.



Once inside, check your in-game map. The locations of the five Plaga Samples are marked with treasure icons on Ada's map. Obtain the five samples and kill the enemies guarding them Costumes

Assigament Ada









In the Research Lab, collect the Plaga Sample and then defend yourself from enemies that lock down the room. To get out, operate the security console to unlock the doors





At the Communications Tower, use the remaining Hand Grenades and the TMP to defeat Krauser. He drops the final Pluga Sample Ride the lift to the top of the tower and call the extraction chopper to pick up Ada





Completing Assignment Ada adds the Chicago Typewriter to the merchant's list in Leon's game. This insanely powerful .45 caliber Thompson machinegun allows you to mow down enemies with infinite ammo!

















Plago Sample

A frenche mint-game becomes available after clearing the main game once. The Mercenaries is a high-pressure game with

a time limit. Kill enemies to score points. By eliminating foes in quick succession, the combo rate increases. The higher the combo rate, the more points are scored for each kill

Only two minutes remain until the chopper arrives. To delay the chopper, ntek up hourglasses to increase the time remaining. The longer you stay in the game, the higher you are likely to score and receive a better ranking Score 30,800 points or more to achieve a four-star ranking and unlock a secret character. Score 60,000 points or more to achieve a five-star rank

By scoring a four-star ranking or better in each map, new playable characters can be unlocked. Unlockable characters include Ada Wong in her Resident Evil 2 costume, the irrepressible Krauser, infamous Umbrella mercenary HUNK and the smister Albert Wesker. Each character begins the came with a bevy of weapons and items, some of which are unique

Note a five-star ranking with all tive characters to unlock the Handeannon in the main game'







PLAYABLE CHARACTERS

Leon Scott Kennedy

Unlock: Available from start

Inventory: Blacktail, Riot Gun, Handgun Ammo x30, Shotgun

Shells x10, First Aid Spray

Leon is a familiar character by now, and it should be fairly simple to unlock most if not all of the other characters with his load out weapon set



Ada Wong (Resident Evil 2 Costume)

Unlock: Score a four-star ranking in the Pueblo map Inventory: Punisher, TMP, Semi-auto Rifle, Semi-auto Rifle Scope, Handgun Ammo x30, TMP Ammo x100, Rifle Ammo x5, Incendiary Grenade x3, First Aid Spray

Ada has no knife to defend herself with at close range, but she has looks and that goes a long way!



Jack Krauser

Unlock: Score a four-star ranking in the Castle Map.
Inventory: Krauser's Bow, Arrows x30, Flash Grenade x4,
First Aid Spray

Krauser actually transforms his arm by pressing "After killing several enemies in a row, his arm begins to glow red Press to transform his arm and then press to perform a power attack that instantly kills all enemies in a straight line directly in front of Krauser Krauser also uses a kinte like Leon, but with greater lethality, and he kicks so hard he takes most enemies' heads right off. Krauser's bow weapon is a lethal one-shot killer, but ammo for the weapon tends to run dry quickly. Unless a major enemy such as a chainsaw maniae or gattling guinter is around, back up into a corner and take out enemies with Krauser's knife and arm attacks!





HUNK

Unlock: Score a four-star ranking in the Island Commando Base.

Inventory: Custom TMP, TMP Ammo x75, Hand Grenade x3, First Aid Spray

HUNK is the infamous Umbrella agent that bravely extracted the G-virus from Raccoon City. Now he faces an even greater challenge! HUNK has the very cool ability to grab staggering enemies and snap their neck in half. Use this to rack up a high combo and save ammo!



Albert Wesker

Unlock: Score a four-star ranking in the Waterworld map.

Inventory: Handgun, Handgun Silencer, Killer7, Semi-auto Rifle, Hand Grenade x4, Flash Grenade x3, Incendiary Grenade x1, First Aid Spray

The notorious Wesker is the most loaded of all the characters, weapon-wise. The handgun silencer allows him to kill enemies without alerting others nearby, if stealth kills are your forte. His amazing thrust punch attack should be familiar to fans of Resident Evil CODE: Veronica X.

Infroduction

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Secrets and Bonuses

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Special Bodiens

Assemble No

The Mercenaries



by Dan Birlew

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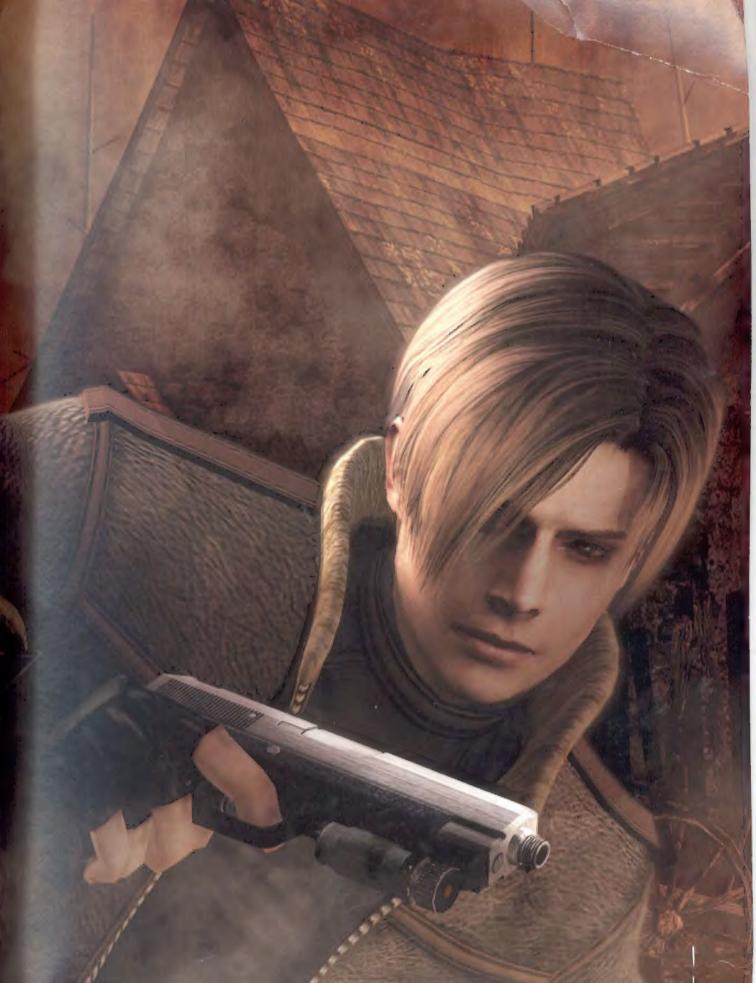
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Dan Birlew is the author of more than 40 official strategy guides for video games published by BradyGames, covering many Capcom hits including of Onimusha 3: Demon Siege, Resident Evil Outbreak, Resident Evil CODE: Veronica and every other Resident Evil game except for number two. He is a graduate of the University of Texas but will not be attending the Rose Bowl, much to his dismay.



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